NINTENDO POWER™

November/December 1989 $3.50 Canada $4.00

Bonus!
Dragon Warrior 36-Page Strategy Guide

TETRIS
Get "Tetrisized"

Don't Miss!
- RoboCop
- Willow
- IronSword

Game Boy Update And More!

Official Nintendo Seal of Quality™

Nintendo® THE SOURCE FOR NES PLAYERS STRAIGHT FROM THE PROS

Give the


NINTENDO
NINTENDO POWER
Castlevania II—
Simon's Quest
14 Pages of Gory Details
Bionic Commando

gift of power!

Nintendo Power.™ It makes the perfect holiday gift for friends, cousins—even little brothers and sisters interested in higher scores.

You know they'll love it. It costs less than a CD. They'll stop borrowing your copy. And really, don't you know someone whose scores could use a little help?

Just fill out and mail the coupon below or call toll-free and we'll send you the colorful Gift Certificate shown here which you sign and give to your friend. It's already gift-wrapped!

Then, starting in January, they'll have six big issues blasting into their mailbox throughout the year.

Have a Hap... Holiday ... Year and Fu...

Nintendo Power™ will blast into your mailbox for the next year.

You'll be getting 6 big issues of Nintendo Power—the magazine all the best players are talking about
• Insider tips
• Game reviews
• Player's contests
• Expert tricks
Cover to cover, Nintendo Power has more ultra challenges than any other magazine in video history. You'll learn to play faster and smarter as you zap your way to higher scores. And you'll find the colorful and entertaining features and news you can really get into.

"Get ready to watch your video scores soar!" says Mario.

NINTENDO POWER

What a way to start the year!
Experience all the action with Nintendo Power. It's the magazine that puts you ahead of the game.

☐ **Yes!** I want to play Santa and send my friend 6 issues of Nintendo Power in 1990. I understand that if I mail this coupon to the address below, I pay just $15, a $6 savings off the cover price, and will receive the Gift Certificate shown here. Call or mail immediately. **We must receive your order by December 1, 1989** to ensure delivery of the Gift Certificate in time for the holidays.* Your friend will begin receiving the magazine in January. (Washington State residents add 8.1% sales tax: total $16.22. Canadian residents pay $21.00 Canadian funds.) Please print and use ink.

Your Name

Address

City State Zip

Are you a Nintendo Fun Club Member? ☐ Yes ☐ No

If yes, what is your Member number? **(Important)**

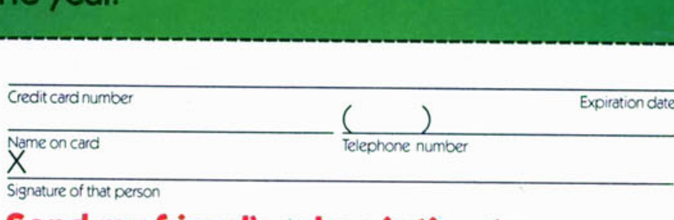
/0/ / / / / / / / / /–/ /

(It's the MBR # next to your name on the back of the magazine.)

I'm paying for my gift subscription by: (check one)

☐ Check or Money Order (Payable to Nintendo)

☐ MasterCard ☐ VISA



Credit card number Expiration date

Name on card ( ) Telephone number

X

Signature of that person

Send my friend's subscription to:

Friend's full name

Address

City State Zip

AVOID MAIL DELAYS!

Call toll-free and order your friend's subscription immediately by credit card!

(The Nintendo representative will need to talk to the person whose name is on the card.)

1-800-521-0900

Enclose this card with your payment or credit card information in a stamped envelope, for your own protection, and mail to: **Nintendo Power Magazine**
Attn: Subscription Dept.
P.O. Box 97043
Redmond, WA 98073-9743

Nintendo

*Nintendo not responsible for postal delays.



CONTENTS

NOW

IronSword Kuros requests an audience upon your wall.

The Map on the other side will keep Willow on the right path.



1989 NOVEMBER–DECEMBER

PREVIEWS 57.

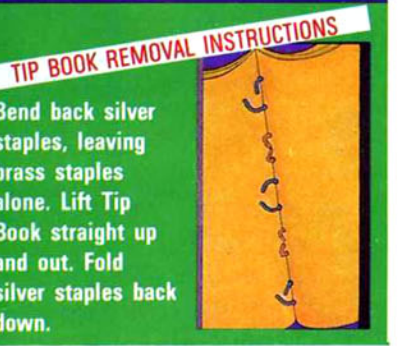
Power Meter Rating System: To further help you decide which games are just right for you, we offer the Power Meter Rating System. Every new games introduced for the NES will be rated on four different characteristics: Graphics & Sound, Challenge, Play Control and Theme & Fun. Judge the games yourself by rating each on a scale of 1 to 6 next to our Pro's picks.

SUPER POWER BONUS TIP BOOK

INSIDE OUT SERIES

Dragon Warrior Strategy Guide. Begin your quest with the help of this 36-page guide.





Bend back silver staples, leaving brass staples alone. Lift Tip Book straight up and out. Fold silver staples back down.

U.S. STAFF

Publisher	M. Arakawa
Editor in Chief	Gail Tilden
Senior Editors	Pam Sather Howard Phillips
Editors	Scott Pelland George Sinfield Randy J. Studdard Brian Taney Brian Ullrich Dan Owsen Carla Schricker Doug Baker John Johnson Debra L. Miller
Cover Design	Griffes Advertising
Cover Photography	Darrell Peterson
Cover Illustrator	Dan McGowan
Copy Coodinator	Machiko Oehler
Game Consultants	Howard Phillips
Editorial Consultants	Howard Lincoln Peter Main Phil Rogers Juana Tingdale
Concept	Work House U.S.A. Ichiro Koike Yoshi Orimo Kazuyo Brandjord Nob-Rin Takagi Leo Tsukamoto Hiroko Nagami
Illustrations	Jim Frisino Nob-Rin Takagi Hiro-Con Nagami

JAPAN STAFF

Publisher	Tatsumi Yamashita
Producer	Tsutomu Otsuka
Editor in Chief	Yukio Yamashita
Editors	Masayoshi Suzuki Spoon Kurano Y. Tsuboike Desu Iwamoto
Illustrations	Shuji Imai Orange Nakamura Makikazu Ohmori Magician Sasaki Kazunori Aihara Tomoyuki Fukutome
Poster Art	Tatsuji Kajita

Nintendo Power is published by Nintendo of America Inc. in conjunction with Tokuma Shoten Publishing Co., Ltd.
Nintendo Power is published bi-monthly, $21 per year in the U.S.A. ($27 in Canada) only by Nintendo of America Inc., 4820-150 Ave. N.E., Redmond, Washington 98052.

Color Separation by Dai Nippon Printing Co., Ltd.



MAIL BOX

ADDRESS CHANGES

When I moved from California to Michigan, I changed my address through the post office, but I never received my last two magazines. Why haven't my Nintendo Power magazines been forwarded like the rest of my family's mail?

Dashielle Stone
Detroit, MI

Issues of Nintendo Power are sent to subscribers by way of Third Class mail. With this type of mailing service, it isn't enough to update your address through the post office—the mail will not be forwarded to the new address. You must call our Consumer Service Department at 1-800-255-3700 and update any changes in your address directly through us. That way, you'll be sure not to miss one single issue!

WE NEED YOUR LETTERS!
We enjoy hearing from our top fans. Although we can't print every letter, we do read and enjoy them all. So if you have any unique NES related experiences, photos or achievements you'd like to share, send them to:

Nintendo Power Mail-Box
P.O. Box 97033
Redmond, WA 98073-9733

A ZELDA AND POETRY FAN

I did it! I defeated the First Quest of The Legend of Zelda—finally. This may not seem like a big deal to a lot of your fans, but for someone my age—75—I feel like I've accomplished quite a lot. I made up a poem about Nintendo while writing in my journal; I hope you enjoy it! Thanks for a great game!!

My grandson introduced me to a Nintendo game,
That I play on my TV most of the day,
The Legend of Zelda has taxed my brain,
Outwitting many demons throughout the play!

My wife says that I have lost my mind,
And I have made her a house recluse,
That doing so I have been most unkind,
She states that it's a form of spouse abuse!

I told her the alternative is my visiting pubs,
And possibly becoming a drunken souse,
Or go swimming with girls in hot water tubs,
So what's wrong with my playing in the house!

My wife's answer was a real doozy,
She called the plumber and ordered a jacuzzi,
So there goes the old Nintendo game,
I guess I have only myself to blame!

William Convery
Hampton, VA

Wonderful poem, William! We all got quite a kick out of it. Let us know how you do on the Second Quest of Zelda!

CLEAN IT UP WITH THE CLEANING KIT

Dear Nintendo, Can you tell me why the Power light sometimes flashes on and off on my Control Dick?

Andrea Parkhurot
Bothell, WA

Most Nintendo Entertainment Systems undergo heavy use. Combined with the trading or renting of game paks, this can cause a buildup of electronic residue or dust on the connectors inside your Game Pak and control deck. Using the NES Cleaning Kit, it's safe and easy to clean out this residue. The NES Cleaning Kit includes a Game Pak cleaner and a control deck cleaner and retails for $9.95 at World of Nintendo locations or directly from Nintendo. Replacement parts for the NES Cleaning Kit are also available. If you would like more information about maintaining your NES, please call the Nintendo Consumer Service Department at 1-800-255-3700 Monday-Saturday, 4 a.m. to 10 p.m. Pacific time.

FAME AT NINTENDO

At the risk of sounding like the rest of the world, I want to say that I absolutely love Nintendo! It would make me so happy if I could have the autographs and pictures of all the Game Play Counselors. Is this possible?

Donald L. Hubbard
Missoula, MT

Sorry, Don, but there are so many Game Play Counselors now that it is very difficult to send all pictures or autographs. But every issue we publish a few of their pictures with other interesting information.



VIDEO SPOTLIGHT

Hi! I'll be 11 by the time you read this and I think I should be a Power Player. I might not solve games super fast, but when I do it once, I do it each and every time after that. My club's name is "The Kwaj Tricksters." We only have two members, but games are hard to get out here and there aren't very many people. I live on Kwajalein, an island in the Marshall Islands 2400 miles southwest of Hawaii. Kwaj is only a half mile wide and less than three miles long with a population of around 2000. My hobbies are Nintendo playing, sports and riding my bike around our island with my friends. I also love to read books.

Jonathan "Overboard" Esten
Kwajalein, Marshall Islands

I would consider myself a Power Player because of the fact that I have conquered 34 games including Ninja Gaiden, Blaster Master, Double Dragon, Rush 'N Attack and so on. My friend, Brandon Everett, is the only person to match my NES skills. Both of us are the best NES players at Adams Central High School. I believe that Nintendo Power is the best for advice, previews and for planning for future purchases.



Rob Landis
Decatur, IN

Our Power Player's name is David Klinkenberg. He's 12 years old, and great at sports, singing, violin playing and of course, playing Nintendo! In fact, sometimes he plays it so much that when he gets a new game, his mother has to hide the controllers every now and then so he will practice, feed the dog and do his homework! He's mastered every game he has and usually beats his friends in three days or less. He probably has many other amazing accomplishments that I don't know. He's done all of this without the NES Advantage and he doesn't read the manuals! I hope someday David will tell us his secrets but for now all he says is "Practice makes perfect." I think there should be two levels on each game—one for awesome players like David and an easier one for the average klutzes like me and Julie!!

Lesley Hickman
Woodridge, IL

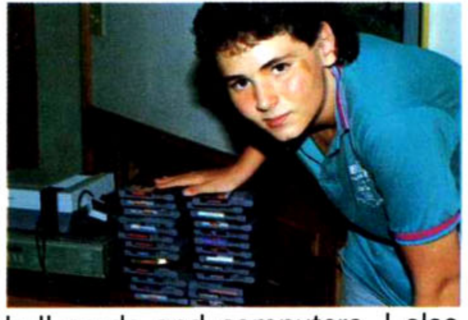
POWER PLAYER PROFILE: Greg "The Absorber" Saluzzi

Age: 16
City: Lilburn, GA

Nintendo Accomplishments: I've beaten 49 Nintendo games including some of the toughest such as Golgo 13, Deadly Towers, Metal Gear, and Ninja Gaiden. I also finished the Japanese version of Contra and Red Ninja. (Editor's note: Greg sent us a video tape of the games he's finished!)

Future Games: My favorite types are role playing games, because I like medieval history. I plan to get Dragon Warrior, Hydlide and The Adventure of Link soon. Game Boy also looks interesting and fun.

Hobbies: Nintendo games, baseball and basketball, chess, baseball cards and computers. I also like singing and am forming a speed metal band with some friends.



Strategies: Concentration is important; I let someone else get the phone if it rings in the middle of my game.

Words from the pro: I love Nintendo and I've beaten just about every game I've faced. People always come to me for game hints. I beat most of my games in less than a night. I would like to be a video game designer someday.



CHARACTERS

These are but a few of the many colorful characters you will encounter in Willow.

Willow Ufgood
Our hero: short in stature but not in bravery.

Madmartigan
A mighty Daikini warrior and an unpredictable scoundrel.

Sorsha
The fighting daughter of the villainous Bavmorda.

Willow's Family
They are kind helpers in Willow's quest.

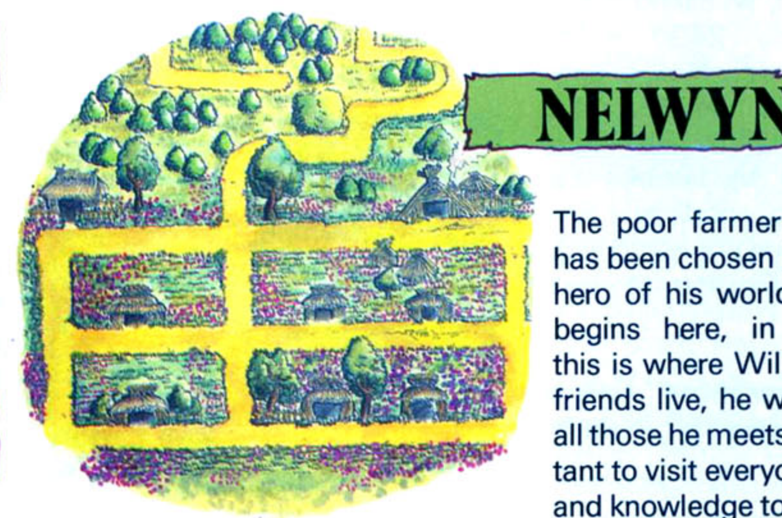
High Aldwin
Wise mystic of Nelwyn and Willow's mentor.

The Brownies
Franjean and Rool are Willow's woodland allies.





HERE BEGINS A DETAILED GUIDE ON WILLOW'S QUEST TO DEFEAT BAVMORDA



NELWYN

The poor farmer Willow Ufgood has been chosen by destiny as the hero of his world. His adventure begins here, in Nelwyn. Since this is where Willow's family and friends live, he will get help from all those he meets. It is very important to visit everyone to gain items and knowledge to begin the quest.



Talk to everyone, even though some advice isn't useful at first.



Returning to his family will lift Willow's spirits and heal his wounds.



Visit Vohnkar to get the trusty Long Sword. You won't get far without it.



ITEMS

Long Sword
A trusty weapon, tried and true.



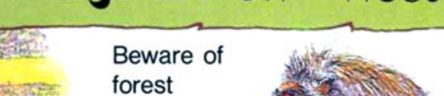
Magic Acorns
They turn enemies to stone.

Wood Shield
A gift from a man of Dew.

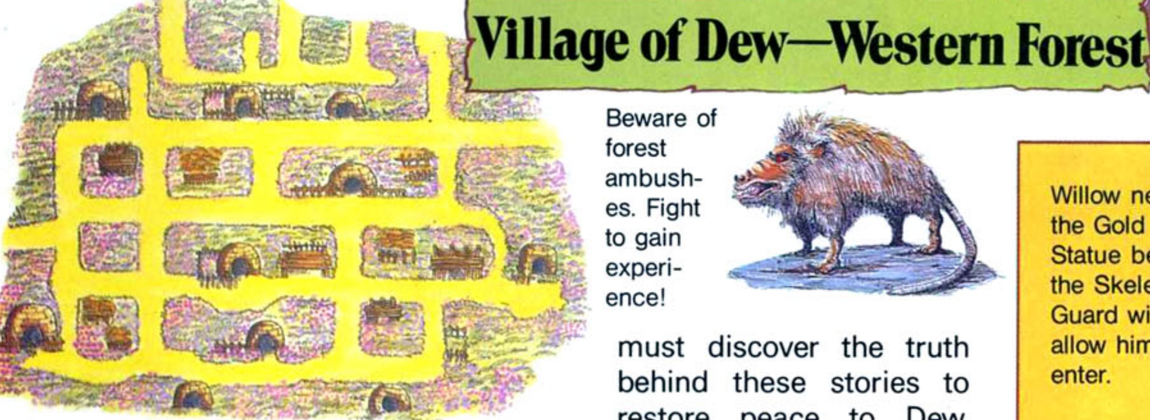


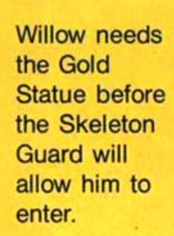


WHO IS THE DEMON BOGARDA? DISCOVER HIS SECRET, WILLOW!



Village of Dew—Western Forest





Beware of forest ambushes. Fight to gain experience!

The village of Dew is being terrorized by a strange being named Bogarda. Rumors regarding Bogarda's origin abound, and Willow must discover the truth behind these stories to restore peace to Dew. Along the way, he'll acquire more powerful items, weapons and magic, in addition to experience points.



Willow needs the Gold Statue before the Skeleton Guard will allow him to enter.



Get the Small Shield in a cave in the Western Forest.



The village Chief distrusts strangers. Talk to him anyway, as he can help you.



A man of Dew will give Willow the Wood Shield. Go talk to the Chief after you see him.



Not only can he heal wounds, this old man can make weapons of Dragon scales.



The Gold Statue was hidden in the forest by the villagers.

Gold Statue



A hidden treasure.

Small Shield



Strong and made of metal.

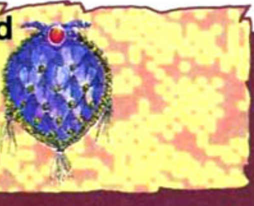
Healmace



Dew's magic healing treasure.

Dragon Sword and Shield

Weapons created by Dew's blacksmith.





More Powerful ITEMS!

Battle Shield
It provides powerful protection.

The Ring
Adds to Willow's strength.

Flowing Fire
A magic circle of flame.

Flame Sword
It burns with magical flames.

The Gold Shield
It was once owned by a mighty swordsman.

Ocarina
A magic whistle to call Po.

Dragon Scale
Strong material for powerful weapons.

Thieves' Bracelet
It opens a hidden door.

Medicinal Herbs
Help the lost Po with these.

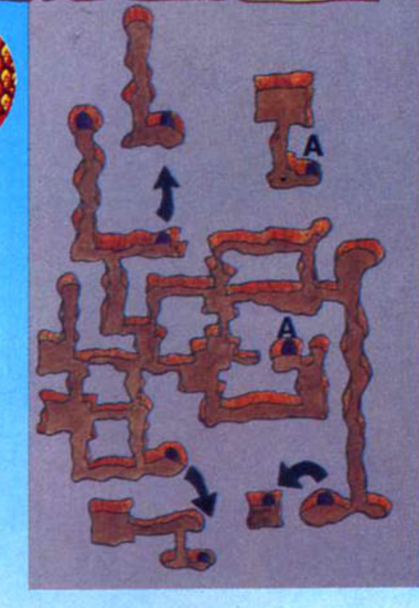


BOGARDA AND THE NORTHERN FOREST—WILLOW'S FIRST TEST!



Northern Forest—Bogarda's Cave





The forest north of Dew is a dangerous wood full of monsters. In the far reaches of the forest is the cave of Bogarda. He is exacting an expensive tribute from the neighboring village of Dew. Bogarda's tunnel complex is guarded by his fierce servants, but Willow must go there to save the village. Some useful items are also to be found.



Avoid the Zombie, or his magic will temporarily turn you into a squealing, helpless pig.

OINK OINK!



Run past fast and avoid the spell!



Bavmorda's spell prevents anyone from crossing the bridge west of Dew!



This is Willow's first meeting with a member of the Nail Clan. They'll meet again later on.

Battling Bogarda will not be easy—the Healmace does not work in his chamber! Be careful!



Hit and run tactics work best against Bogarda. Run in, lunge, and retreat.



You'll need the Battle Sword to beat Bogarda. Keep hitting him until his energy is gone.

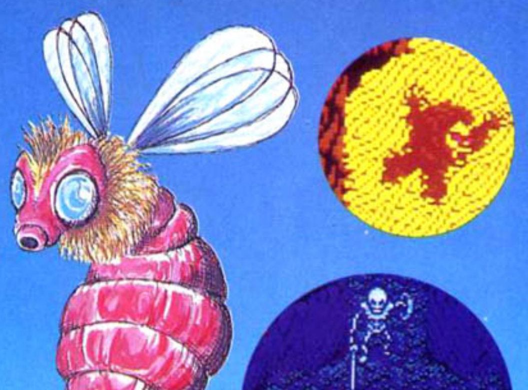


Thank you, Willow, for breaking the spell that turned me into a monster! In gratitude, I will teach you the spell of Flowing Fire. It will defend you well!



FIND PO AND MATANDA THE DRAGON!

Forest of Death is even more dangerous than the forest north of Dew. Its vegetation will strike out at Willow as he passes through. The Dragon's lair is an even larger and more complex cave system than Bogarda's. Explore this area well!





Forest of Death—Matanda's Cave





On the way to the Forest of Death, Willow meets Franjean and Rool, the Brownies. From them Willow learns more of the Fairy, Cherlindrea.



Although initially startled by Willow's intrusion, the old lady will help him if he looks for her pet, Po, who is lost in the Forest of Death.



Large and powerful monsters wander through the Forest of Death, attacking anything that enters. Stab at them and retreat, while avoiding their fire.



Po is a friendly bird-like creature who will be a useful ally to Willow after he is found. Use the Ocarina to call Po for a lift.

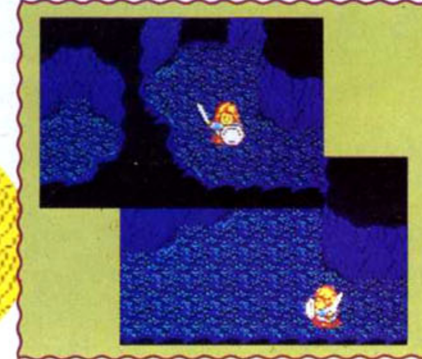


Hostile Fire Trees grow in Death Forest; they spit flames at anyone that ventures too close. It's best to avoid them by running past.

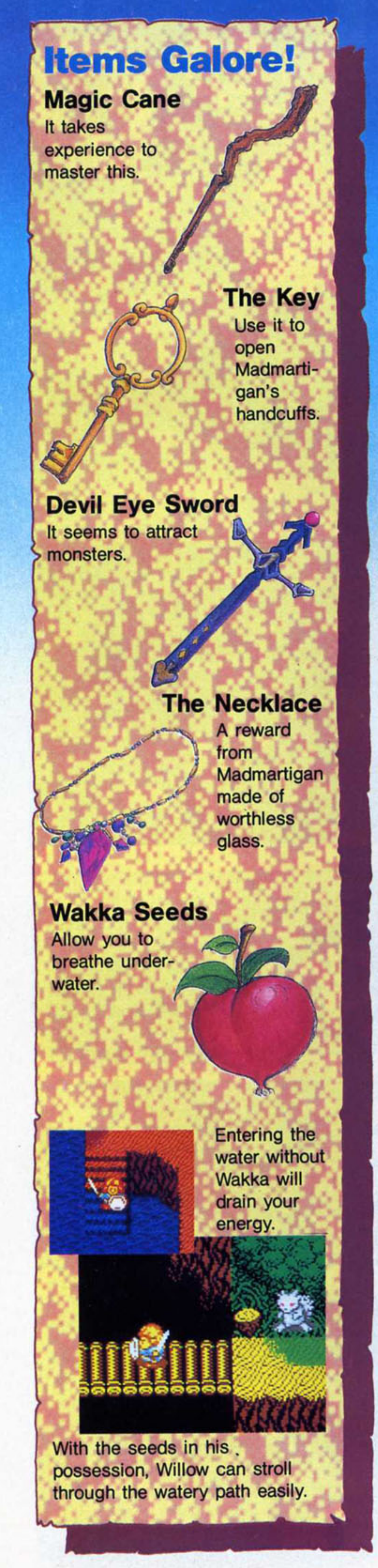


Willow must retrieve a crystal ball from Matanda the Dragon. There are many useful items to find hidden in Matanda's caves.





Willow must explore Matanda's cave completely to advance in the game. Meeting the challenges is worth the effort, because it's here that the game really gets interesting.

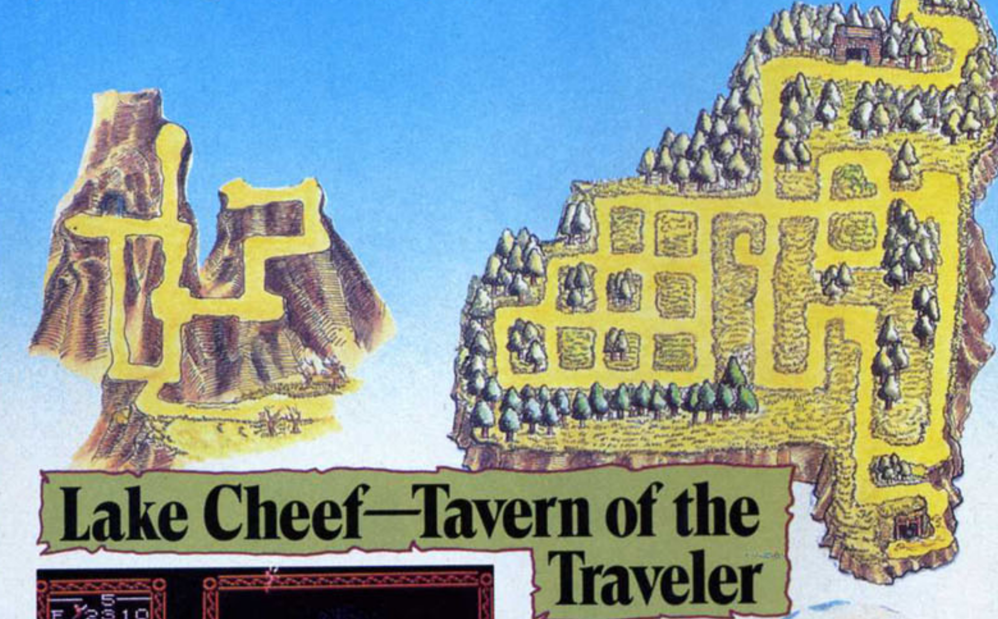




CHERLINDREA, THE FAIRY OF LAKE CHEEF

In a dazzling display of magic, Cherlindrea will appear to Willow after he has found the secret exit from Matanda's cave. She will bequeath to Willow the Magic Cane, an ancient artifact with potential for great power for good.

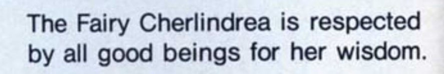
Beyond Lake Cheef lies the Tavern of the Traveler, a rest stop for weary adventurers and a source of clues.



Lake Cheef—Tavern of the Traveler

OPOSSUM BY THE EVIL MAGIC OF QUEEN BAVMORDA. NOW GO! GO NORTH.

To help the cause of peace, the Magic Cane must be mastered by its user, who needs to be pure of heart. Only with the Magic Cane can Willow thwart Bavmorda's plans!



The Fairy Cherlindrea is respected by all good beings for her wisdom.



Enter the Tavern of the Traveler to rest and recover from your wounds, and hear the latest news and rumors from the different people within.





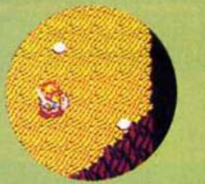
Clues on defeating Bavmorda can come from many sources. Don't forget to talk to anyone and everyone you meet.





You'll find Madmartigan on your way to the Tavern. Even though he can't be trusted, you should help him out of his predicament. He may help you later in your adventure.







Try this in other areas near healing locations.

An easy way to increase experience for the adventure ahead!



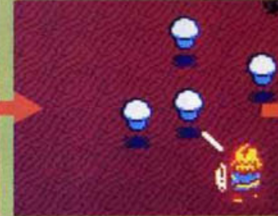
Go around the corner and north of the Tavern of the Traveler.



Stand near the upper left of this area and floating skulls will appear.



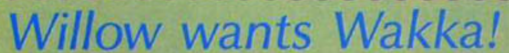
Just stand your ground and swing your sword to defeat the skulls.



Leave the area and come back, and the skulls will return. Defeat them again.



Repeat the process for many experience points. Heal your wounds at the Tavern.



Willow wants Wakka!



Search for the legendary Wakka seeds of the Nail Clan in the forest south of the Tavern.

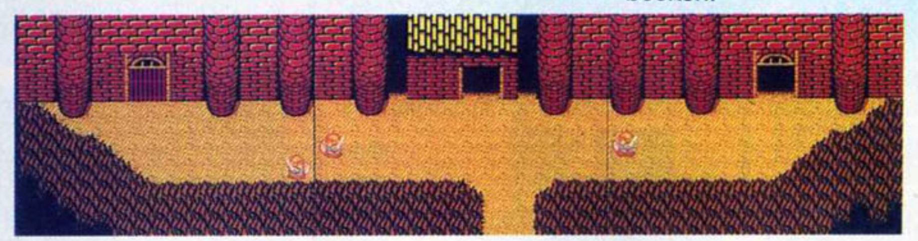
When Willow first meets Fin Raziel, he'll be too inexperienced to help her.

Keep trying to use the Magic Cane, no matter what the results; it will work when you have enough experience.

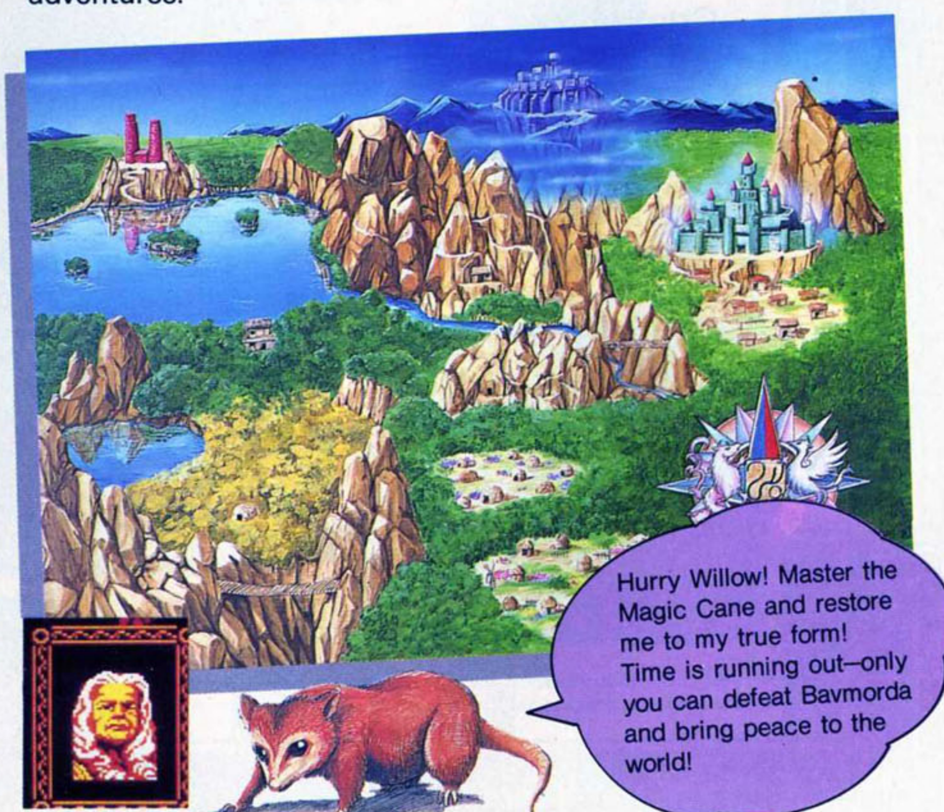


BEYOND THE ISLANDS LIES GREAT ADVENTURE!

The Sacred Twin Towers beckon!



Willow's quest has only just begun and even greater challenges are ahead. Check out the next issue for a guide to Willow's further adventures.



Hurry Willow! Master the Magic Cane and restore me to my true form! Time is running out—only you can defeat Bavmorda and bring peace to the world!



The Game Boy Blockbuster Makes Its NES Debut!

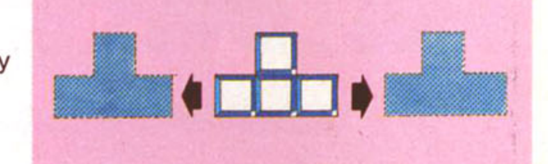
Big, colorful graphics add a new dimension to the Soviet designed mind boggler, Tetris, now available for the NES. Already a hit for Game Boy, Tetris is a guaranteed winner on the NES screen. The Tetrad patterns fall to new music in crisp detail and are manipulated into place with super sharp play control.

MAKING THE PIECES FIT

Control Pad

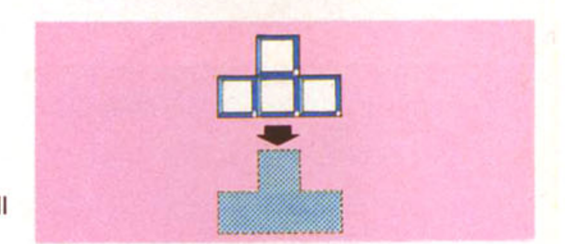
Left and Right

Move the Tetrads Left and Right as they drop to the bottom of the screen. Be quick and careful and look for the perfect places for the pieces to fall.



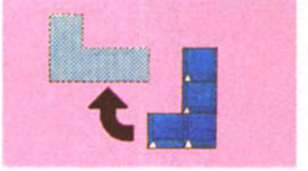
Down

For prompt piece placement and an extra high score, press down on the Control Pad to drop Tetrads at an accelerated rate. Line them up and pull them down.

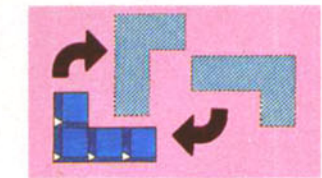


A Button

When the pieces are in the correct column but don't quite fit, a pivot in the right direction could do the job. Rotate Tetrads a quarter turn clockwise with each tap of the A Button.



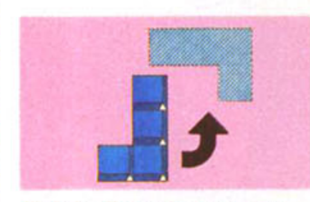
Press A once to rotate clockwise one quarter turn.



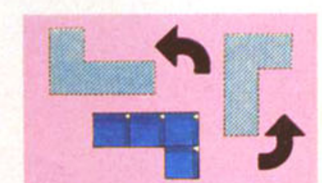
Tap A twice to turn Tetrads over.

B Button

Tap the B Button for a quarter turn counter-clockwise. Save time in tight moments with this move. One turn counter-clockwise equals three turns clockwise.



Rotate Tetrads counter-clockwise with the B Button.

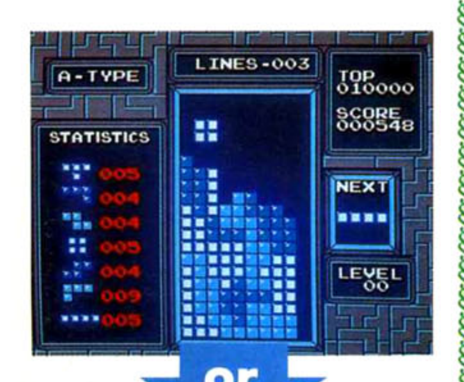


Tap B twice for a half turn.

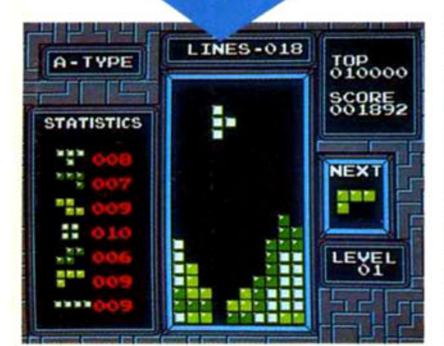
BASIC TECHNIQUES

Favor the Sides!

While placing pieces, try to build only on the sides. If the Tetrads stack high, it's best to have the piles on the far left or right. This will allow for more movement in the middle.

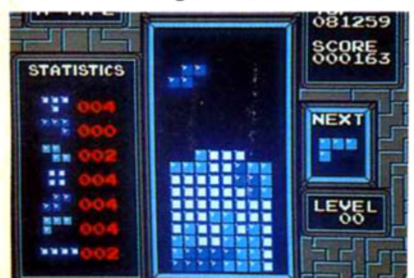


or



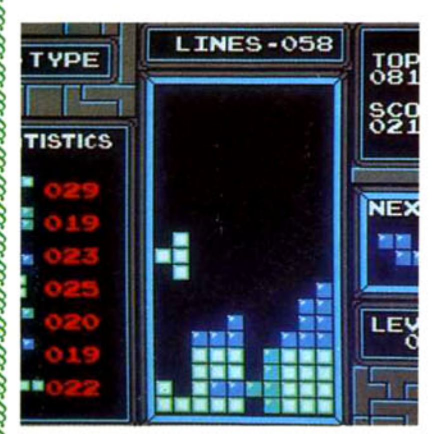
Don't Center the Pile

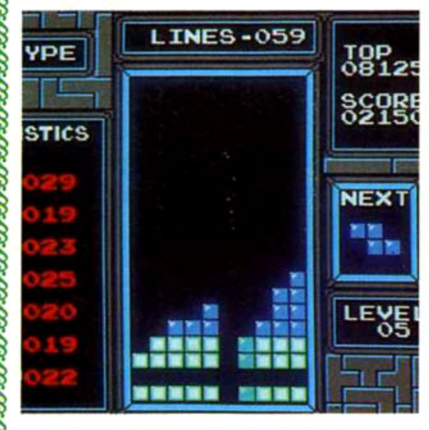
A lot of space is desirable in the center so that Tetrads have room to move. Don't let them pile up in the middle or the stack could get out of hand.

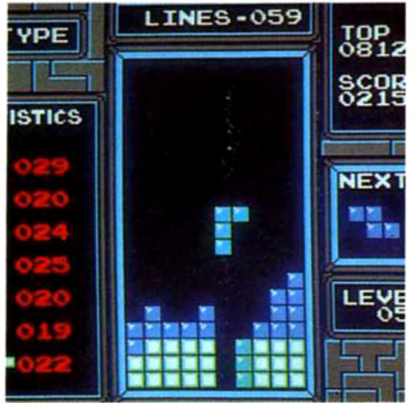


Fill the Gaps!

Avoid covering holes when you can, but if you do, try to re-open the space. Complete the lines above the gap so that the covering blocks will disappear and clear the way.

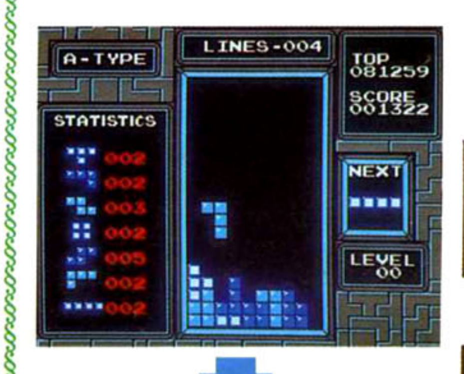






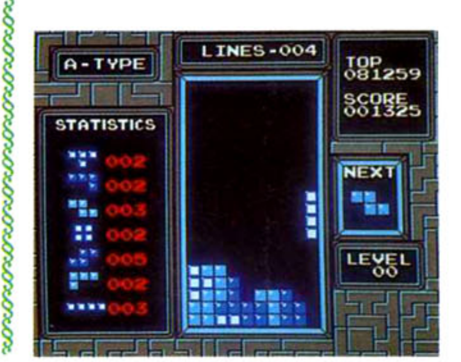
Think about the Future!

The shape of the next Tetrad to fall is shown just to the right of the playing area and it's very important to plan ahead for that piece. Make your decision on where to drop the current piece based on what is to follow.





Consider the next piece and then decide where to place the piece that's falling.



Challenge Your Block Manipulating Skills With Two Different Game Types

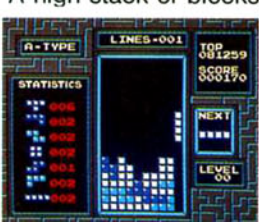
A-TYPE

Choose the Starting Level and Work Up to a High Score

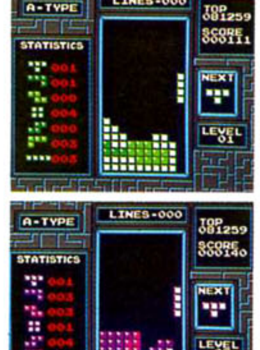
A solid structure and multiple line completions are important here to send your score to record heights. For a lot of points, select a high starting level. There are 20 levels in all (0-19) and you'll move up a level for every 10 lines that you complete.

Level 0

At this beginners level you're afforded the time you need to set up the blocks for multiple line completions. A high stack of blocks is less difficult to work around when the Tetrads are falling at this slow rate.

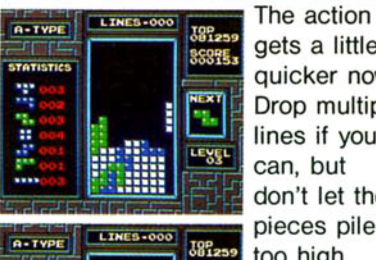


Levels 1 and 2



With some practice, you'll be able to do just as well at these levels as at Level 0 and score more points for completed lines.

Levels 3 and 4



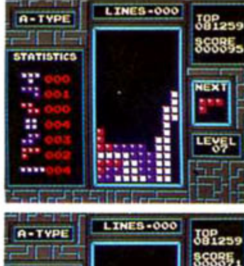
The action gets a little quicker now. Drop multiple lines if you can, but don't let the pieces pile too high.

Levels 5 and 6



Two and Three line completions are still possible at these levels, but waiting for a four-line Tetris may not be practical.

Levels 7 and 8



The Tetrads now come down at a good clip. There's not much time to think and set up the pieces. Stay on your toes.

Level 9

It's pure survival here. Complete lines and keep the pile low.

Level 10



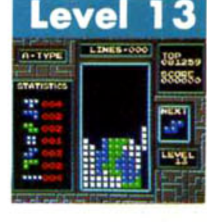
Level 11



Level 12



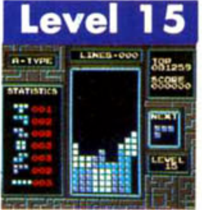
Level 13



Level 14



Level 15



Level 16



Level 17



Level 18



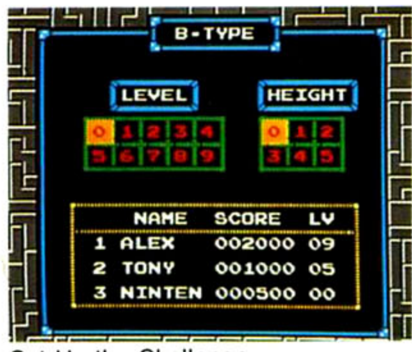
Level 19

For experts only! The pieces come down faster than freefall in these levels.

B-TYPE

Achieve a High Score within Limited Lines

The goal is to complete 25 lines. Every line is important and you can make extra points when you complete more than one at a time. To start, you can choose the level and the height of the blocks that will already be on the screen.



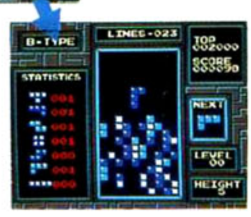
Set Up the Challenge.

High Levels, High Speeds and Little Room to Work

By choosing higher levels and greater starting heights, you'll receive more points and a more rewarding ending.



The pieces may not always be a perfect fit.



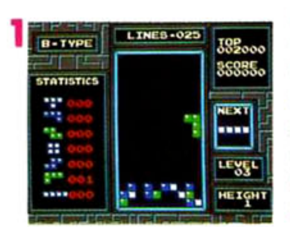
Set them down at the lowest place.

Elevate the Challenge

To make piece placement more challenging, you can begin the game with varying amounts of clutter already on the screen. Choose from a height of 0, with no blocks on the screen, to a height of 5, with blocks scattered about on the lower 2/3 of the screen.

Height 1

With a few lines, you could do away with this clutter.



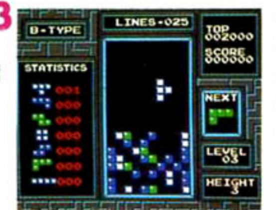
Height 2



Reduce the size of the pile.

Height 3

Open up and fill gaps to make solid lines.



Height 4



Try to build only on densely packed areas.

Height 5

Concentrate on completing lines. Good luck!



Work Up to Many Different Endings

The ending sequence, after 25 completed lines, will vary according to the Level and starting Height. The Level 9 endings feature a celebration with characters from other Nintendo games. Watch for a surprise twist at the end of the most advanced level.

Level 9 + Height 1



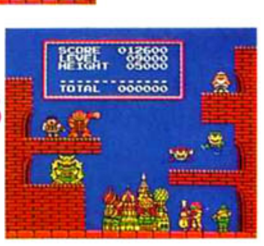
Level 9 + Height 2

Level 9 + Height 3



Level 9 + Height 4

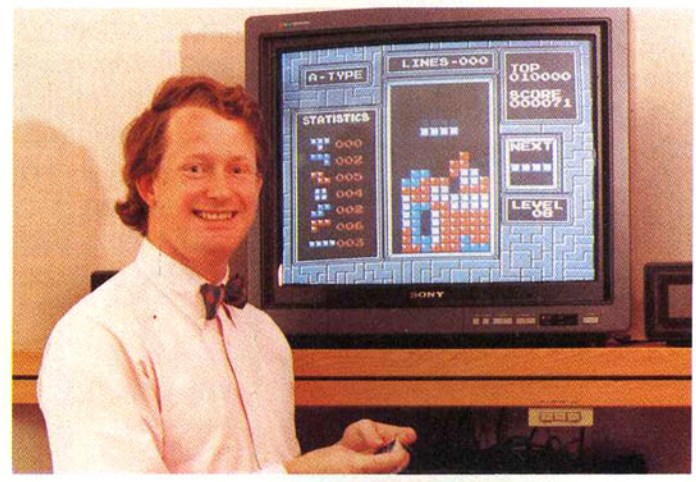
Level 9 + Height 5



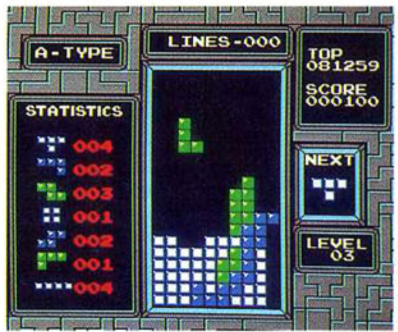
Howard's Tips for Advanced Players

High Speeds, Towering Heights and Phenomenal Scores Make for the Ultimate Challenge.

Our Nintendo resident Tetris Master, Howard Phillips, has developed a few tips for survival in the fast lane for practiced players. When the Tetrads are tumbling at a high rate with little room for mistakes, fractions of seconds are incredibly valuable. With these pointers and a lot of practice, you be able to send your scores into the outer limits. If you are already a practiced player and would like to start at a level higher than Level 9, choose a level and hold the A Button as you press Start. Ten levels will automatically be added to the level you chose.

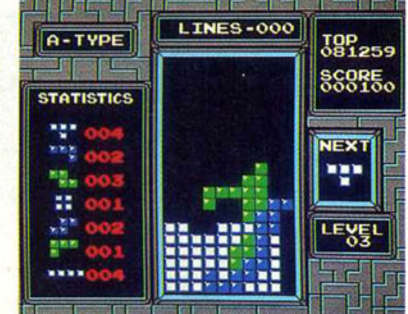


1 At the high level speeds, it is extremely important to keep the pile of blocks as low as possible. A greater amount of space between the blocks and the top of the screen will allow for more time to manipulate the pieces. Place Tetrads in the space and position that will make them contribute the least to the height of the pile. Place pieces as low on the pile as possible and set them horizontally, if the space allows, so that they will take up less vertical space.

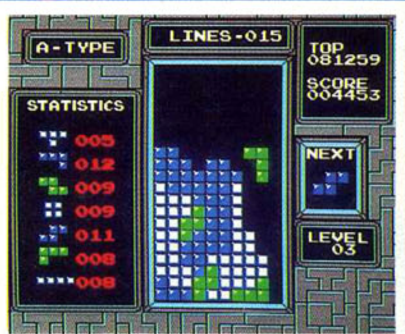


This piece fits perfectly in a two block wide space.

Placed like this, though, it will be one block lower.

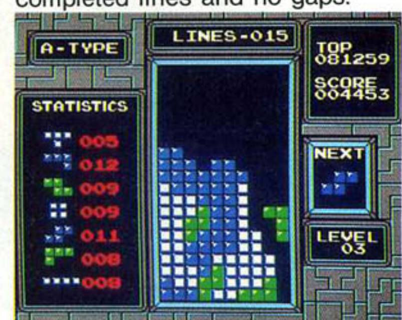


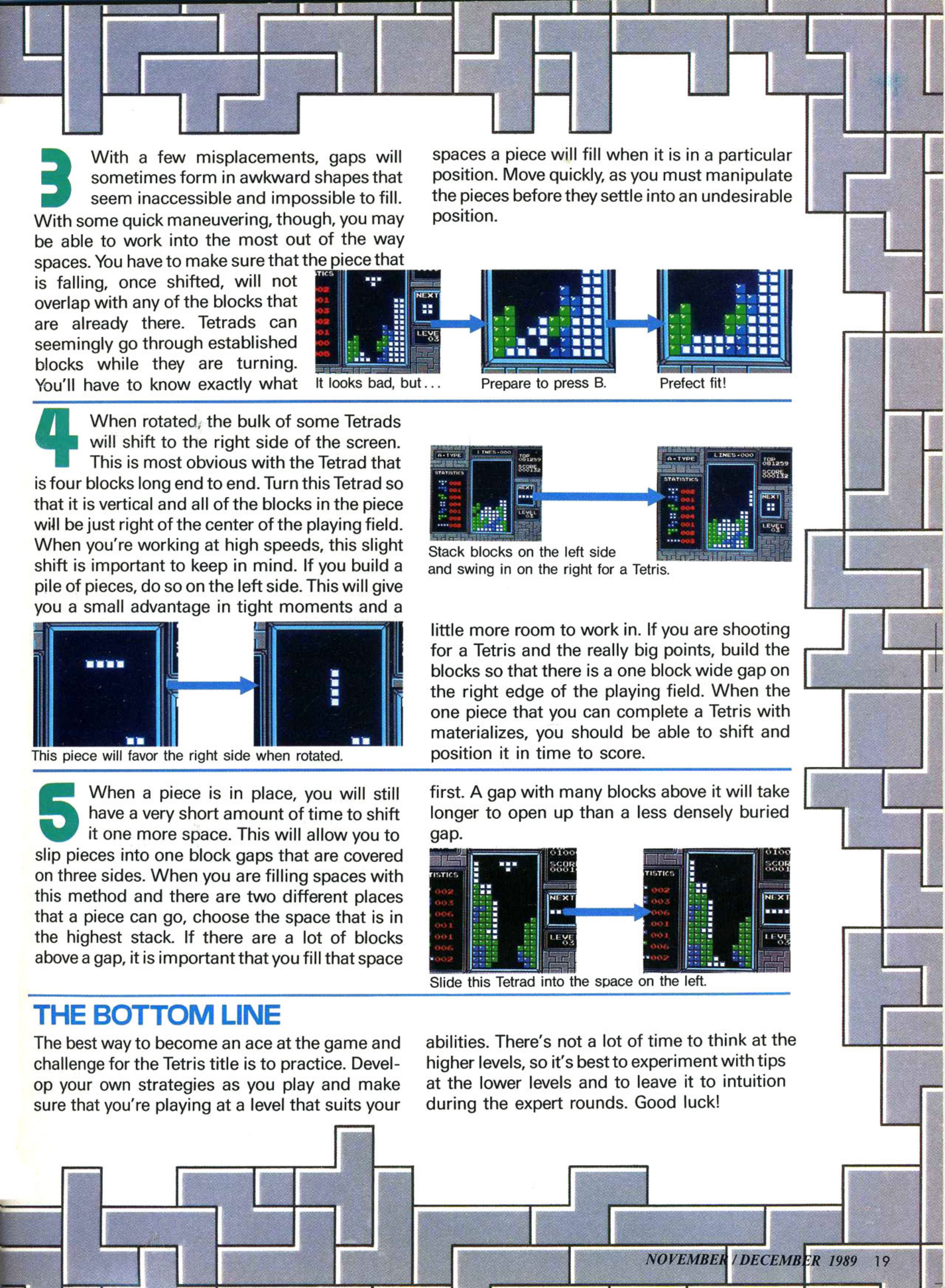
2 Here's some advice for Tetris experts and novices alike. While it is tempting to place pieces only where they will fit perfectly and leave no gaps, it can be more important, at times, to make sure that lines are completed. At first glance, some fits may look like a poor choice, but if they complete lines and open up covered gaps, they may be worth consideration.



This is a perfect fit.

This fit, though, will result in three completed lines and no gaps.





3 With a few misplacements, gaps will sometimes form in awkward shapes that seem inaccessible and impossible to fill. With some quick maneuvering, though, you may be able to work into the most out of the way spaces. You have to make sure that the piece that is falling, once shifted, will not overlap with any of the blocks that are already there. Tetrads can seemingly go through established blocks while they are turning. You'll have to know exactly what spaces a piece will fill when it is in a particular position. Move quickly, as you must manipulate the pieces before they settle into an undesirable position.

It looks bad, but . . .

Prepare to press B.

Prefect fit!

4 When rotated, the bulk of some Tetrads will shift to the right side of the screen. This is most obvious with the Tetrad that is four blocks long end to end. Turn this Tetrad so that it is vertical and all of the blocks in the piece will be just right of the center of the playing field. When you're working at high speeds, this slight shift is important to keep in mind. If you build a pile of pieces, do so on the left side. This will give you a small advantage in tight moments and a little more room to work in. If you are shooting for a Tetris and the really big points, build the blocks so that there is a one block wide gap on the right edge of the playing field. When the one piece that you can complete a Tetris with materializes, you should be able to shift and position it in time to score.

Stack blocks on the left side and swing in on the right for a Tetris.

This piece will favor the right side when rotated.

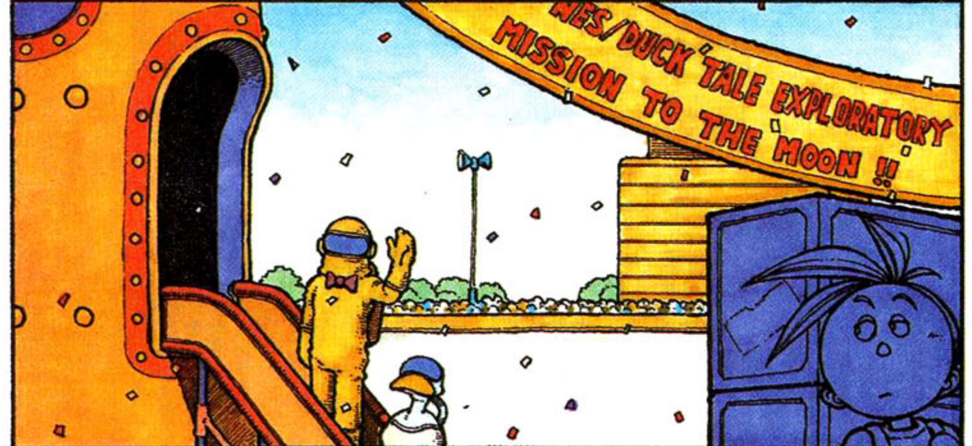
5 When a piece is in place, you will still have a very short amount of time to shift it one more space. This will allow you to slip pieces into one block gaps that are covered on three sides. When you are filling spaces with this method and there are two different places that a piece can go, choose the space that is in the highest stack. If there are a lot of blocks above a gap, it is important that you fill that space first. A gap with many blocks above it will take longer to open up than a less densely buried gap.

Slide this Tetrad into the space on the left.

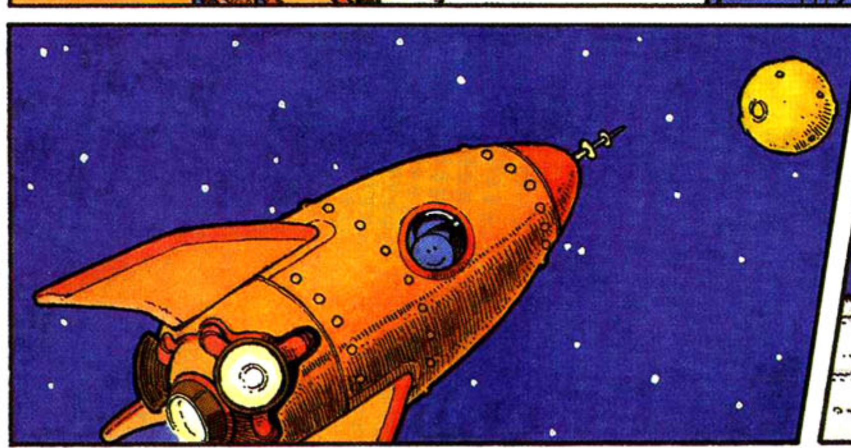
THE BOTTOM LINE

The best way to become an ace at the game and challenge for the Tetris title is to practice. Develop your own strategies as you play and make sure that you're playing at a level that suits your abilities. There's not a lot of time to think at the higher levels, so it's best to experiment with tips at the lower levels and to leave it to intuition during the expert rounds. Good luck!


NESTER
HOWARD & NESTER


NES/DUCK TALE EXPLORATORY MISSION TO THE MOON !!


T MINUS 30 SECONDS AND COUNTING.




HEY, CAREFUL, IT'S ONE SMALL STEP.

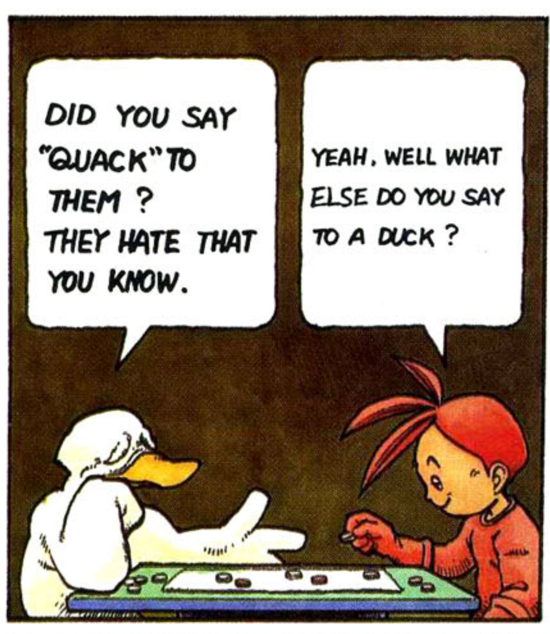

NOBODY IS GOING TO LEAVE ME OUT OF THE ACTION. NOT FOR ALL THE GREEN CHEESE ON THE MOON.
WATCH THIS GIANT LEAP.

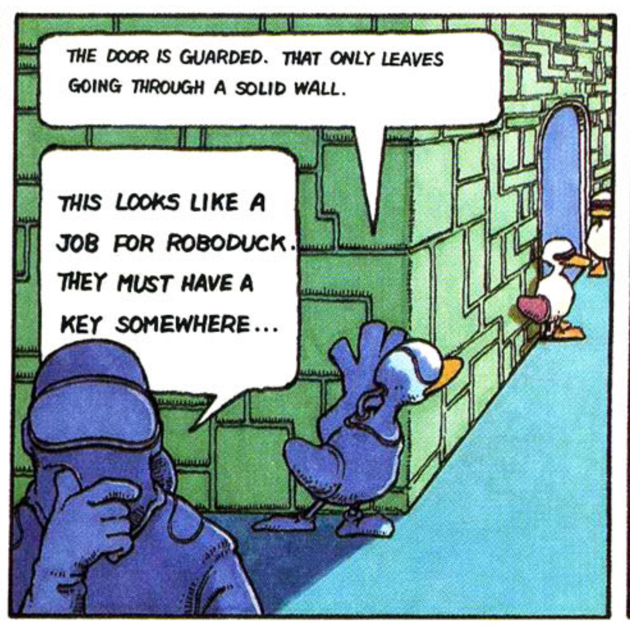

SO WHERE'S ALL THE CHEESE ?


HELP! I'M BEING AB-DUCK-TED!
THAT SOUNDS JUST LIKE NESTER. COME ON!


TAKE ME TO YOUR LEADER, YOU QUACKS!

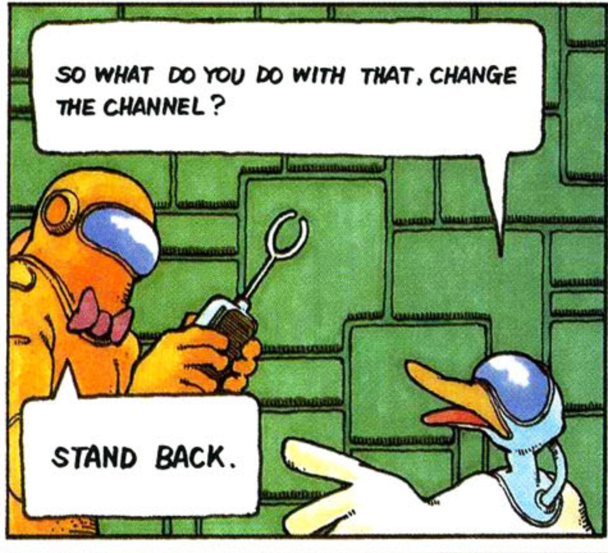

HELLO, FELLOW CAPTIVE. WHAT ARE YOU IN FOR?

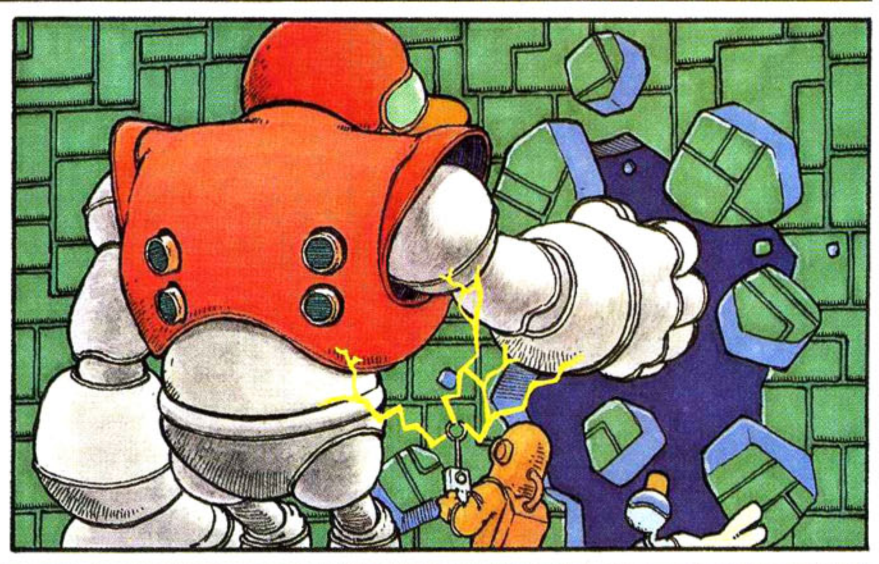

DID YOU SAY "QUACK" TO THEM ? THEY HATE THAT YOU KNOW.
YEAH, WELL WHAT ELSE DO YOU SAY TO A DUCK ?


THE DOOR IS GUARDED. THAT ONLY LEAVES GOING THROUGH A SOLID WALL.
THIS LOOKS LIKE A JOB FOR ROBODUCK. THEY MUST HAVE A KEY SOMEWHERE...


STAY THERE ! I HAVE AN IDEA


FIRST I NEED THE KEY FROM THE THIRD FLOOR, THEN I CAN GO THROUGH THE DOOR TO GET THE REMOTE CONTROL. WITH THE REMOTE CONTROL I CAN CALL THE ROBODUCK. AH, HA, HERE IT IS!


SO WHAT DO YOU DO WITH THAT, CHANGE THE CHANNEL ?
STAND BACK.




SO YOU'RE HERE, TOO. I THOUGHT I WAS THE ONLY EARTHLING ON THE MOON.


WELL, I GUESS WE'LL SEE YOU BACK ON EARTH, NESTER.
I DOUBT IF WE HAD ENOUGH FUEL TO BLAST OFF WITH THREE PASSENGERS ANY WAY.
HEY, WAIT! IT WAS JUST A JOKE !

IVAN STEWART'S IRONMAN

SUPER OFF ROAD™

TM & © Ivan "Iron Man" Stewart's Super Off Road is licensed to Tradewest, Inc. by The Leland Corp.

EXPERIENCE THE THRILL of OFF-ROAD RACING ON YOUR NES, AND YOU DON'T EVEN HAVE TO GET DIRTY!

Men pushing machines to the limit . . . fortunes made and lost at every turn . . . this is the world of international off road racing. Tradewest has captured the thrill of these grueling endurance races in Super Off Road, which will be speeding your way for the NES early next year. Thrill to hair-raising turns and menacing mud-pit obstacles on eight different tracks, each designed with the expert advice of racing star Ivan "Ironman" Stewart.

FOUR PLAYER FUN WITH THE NES SATELLITE

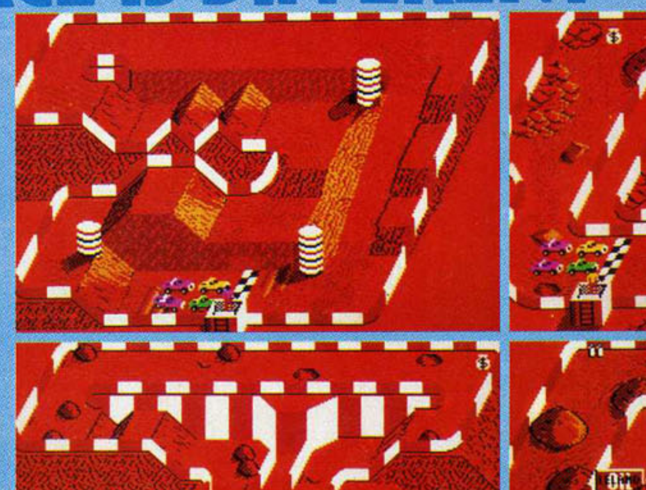
If you think this game is wild in the 1 player mode, just wait until you try it with four players. That's right, by using the new NES Satellite Accessory, you and three of your friends can all race at once. Racing against a computer is fun, but racing against your friends is fantastic!






Bad
BOSCH
BOSCH
The tracks are full of obstacles and rough terrain. Hey, they don't call it "Off Road" racing for nothing.
FREE ITEMS
During the race, free items will appear randomly on the course. You can pick these up simply by driving over them.
Nitro
Extra Nitro will help you accelerate very quickly.
Bonus Cash
Use this extra money to buy Power Up Parts after the race.

EVERY RACE IS DIFFERENT





There are 8 different tracks, and a variety of obstacles, pits, and mudholes to challenge even the most experienced racer. Whether you're jumping off of ramps or spinning out in a corner, this is as close as you can come to real off-road racing.

SAME COURSE, NEW CHALLENGE

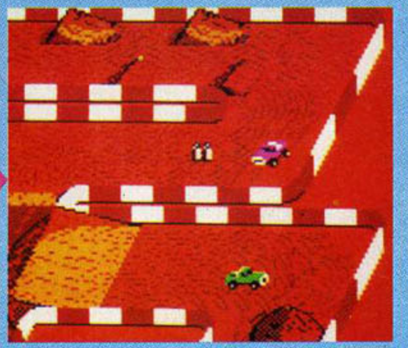
So you think you have this course figured out? Well now try it going the other way! That's right. It's the same track, but this time you're racing in the other direction.



POWER UP YOUR TRUCK



Collect bonus cash to buy items at the end of the race.



Pick up extra Nitro for a shot of speed.

At first, your chances of winning are very slim. You are slower than the other trucks, and your truck handles badly. It will take superior driving skill and conservative use of your nitro to win the first race. However, after the first race, you can use the money you've won to buy better parts and extra nitro. This will really improve your chances of winning in the next race.

COLLECT PRIZE MONEY AFTER EACH RACE

You start each session with $100,000, and gain more as you race. You even get a bonus for each lap you complete. After the race, you can use the money you've earned to power up your truck with better parts. Be sure to stock up on plenty of nitro.



POWER UP PARTS



NITRO

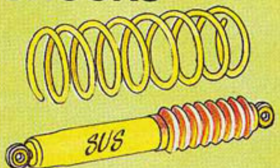
Nitro allows you incredible acceleration, but you run out of it very quickly.



TIRES

Tires provide better traction and help stop skids.

SHOCKS

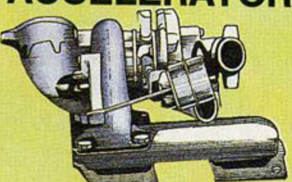


Shocks allow you to take corners faster.

TOP SPEED

This item increases the top speed of your Truck.

ACCELERATOR

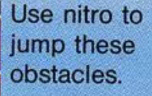


This gives you better standard acceleration, without using nitro.

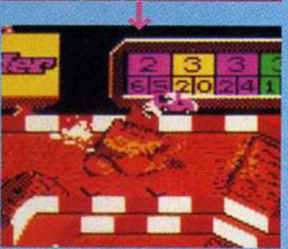
HOW TO USE YOUR NITRO

Proper use of your nitro is the key to success in Super Off Road. The best place to use your nitro is on the long straightaways. Also, it helps to use it when going over large pits and holes on the track. Don't use your Nitro in the corners, as you will only waste your momentum by crashing into the walls. And finally, don't waste your Nitro by using it twice when you're in the air.





Use nitro to jump these obstacles.



Slow down going into the turn.



Hit the nitro again on the straightaway.

CAREFUL ON THE CORNERS



Slow down as you come into the corner.



Tap the controller quickly to turn.

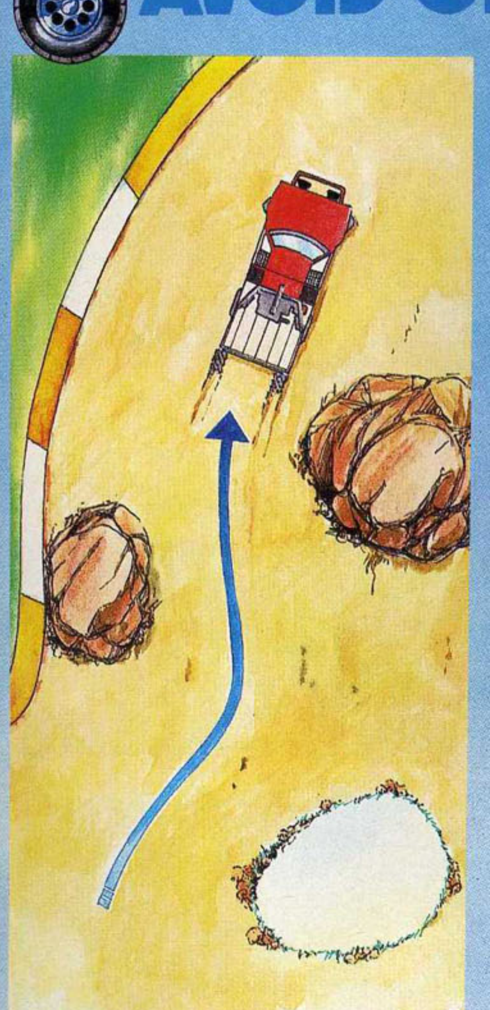


Now accelerate as you come out of the corner.

The trick to getting through the corners without bumping the walls is to tap the controller very quickly in the direction you wish to turn, rather than holding it in that direction. This will keep you from over-correcting or getting out of position for the straightaway.



AVOID OBSTACLES AND PITS



The tracks of Super Off Road are filled with pits, jumps, rocks, holes, and mud puddles. It takes plenty of practice to become a pro at maneuvering in this game, so don't be frustrated if you have a hard time winning races at first. This is a game that takes a long time to become good at.



Here are five power tips from the pros on how to become a super driver in Super Off Road.

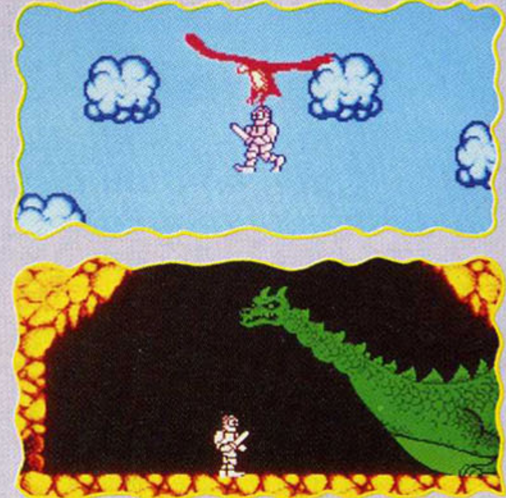
- **Purchase Nitro first, then the other items. You need all five to win.**
- **Only use Nitro on the straightaways.**
- **Use ramps to jump pits and smaller ramps.**
- **Slow down for corners, and cut them tight.**
- **Use up all of your nitro on the last run for the checkered flag.**

IRONSWORD™

Once again, Kuros the warrior is called upon to restore peace to Sindarin. The evil wizard Malkil has been in hiding since the last time he tangled with Kuros, but now he has enlisted the help of the four Elementals, and is confident of victory. Simple fighting skills won't be enough. Kuros will have to seek the legendary IronSword to foil Malkil's plans this time.

SEEK THE HELP OF THE FOUR ANIMAL KINGS

The Four Animal Kings are capable of aiding Kuros, but each requires a special gift before doing so. The Eagle King must be presented with the Golden Egg before he will fly Kuros to the Cloud region. The Golden Fly must be given to the Frog King to gain passage into Water's domain. The Dragon King will demand the Golden Crown before letting Kuros pass into the volcano, and the Bear King must be given the Golden Tankard to earn his trust.



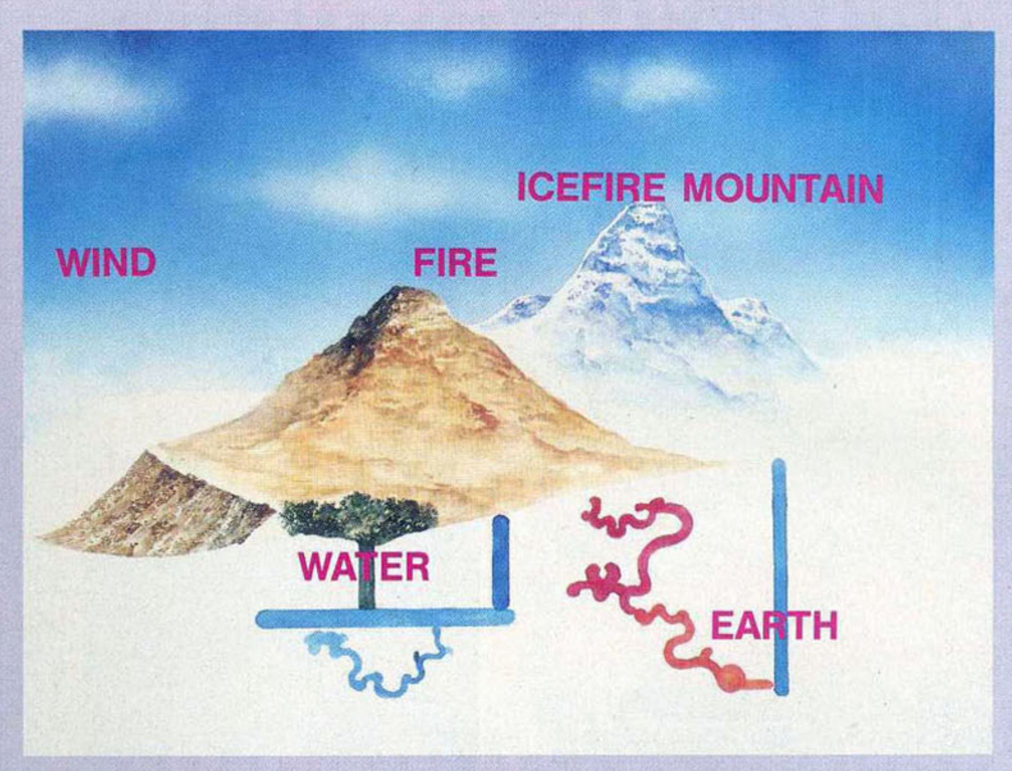




THE KINGDOM OF SINDARIN

Sindarin was once a diverse and beautiful Kingdom, but under Malkil's evil control, it has been driven into chaos by the four Elementals: Wind, Water, Earth, and Fire. Kuros will have to defeat each of these enemies to restore order to Sindarin, but true peace can only be achieved by defeating Malkil.





ITEMS

There are many weapons and armor hidden in Sindarin. Finding these items may change Kuros' appearance, but they make little difference to his offensive and defensive strength.

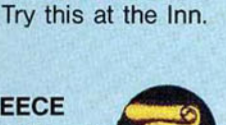


SPELLS

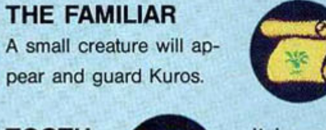
Kuros' might as a warrior is great, but he cannot rely on this completely. He will have to master these spells if he is going to have a chance against Malkil and the four elementals.



VEIL OF SLUMBER
Makes enemies move slower.

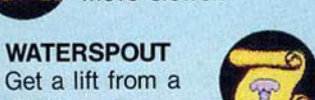


ASP TONGUE
Try this at the Inn.



THE FAMILIAR
A small creature will appear and guard Kuros.

FLEET FOOT
Run faster and Jump higher.



WATERSPOUT
Get a lift from a waterspout.



SILVER FLEECE
Makes Kuros temporarily invincible.

DRAGON TOOTH
Turns your enemies into food.

It is not necessary to find all of these spells to finish the game, but they can help.

SPECIAL SPELLS

The four Elementals are nigh invulnerable, but each has a weakness that Kuros can exploit if he uses the right spell. If this sounds easy, it's not. Each of these spells is hidden in a place that will be very difficult to get to, and will surely be guarded by strong enemies.

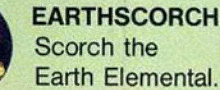


WINDBANE
Blast the Wind Elemental.

BRIGHTWATER
Drench the Water Elemental.



FIRESMITE
Smother the Fire Elemental.





EARTHSCORCH
Scorch the Earth Elemental.

WIND ELEMENTAL: THE CLIFFS

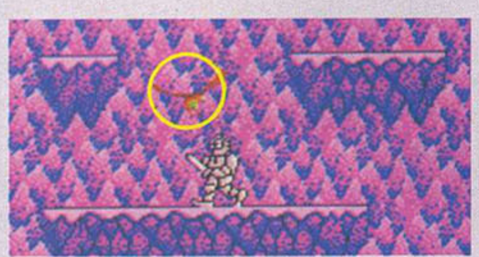
Kuros begins his adventure in the cliffs. Beware of diving Eagles, Slimy Spitters on the rocks, and Cave Demons in the caves as you begin the long journey ahead.

AVOID THE ENEMIES

Kuros is not exceptionally strong in this first region, so it is a good idea to simply try and avoid the enemies, instead of fighting them all. For those who don't like the idea of running away from a fight, there will be plenty of opportunities later to prove yourself in battle. Just get what you need, and hurry on to the next area.

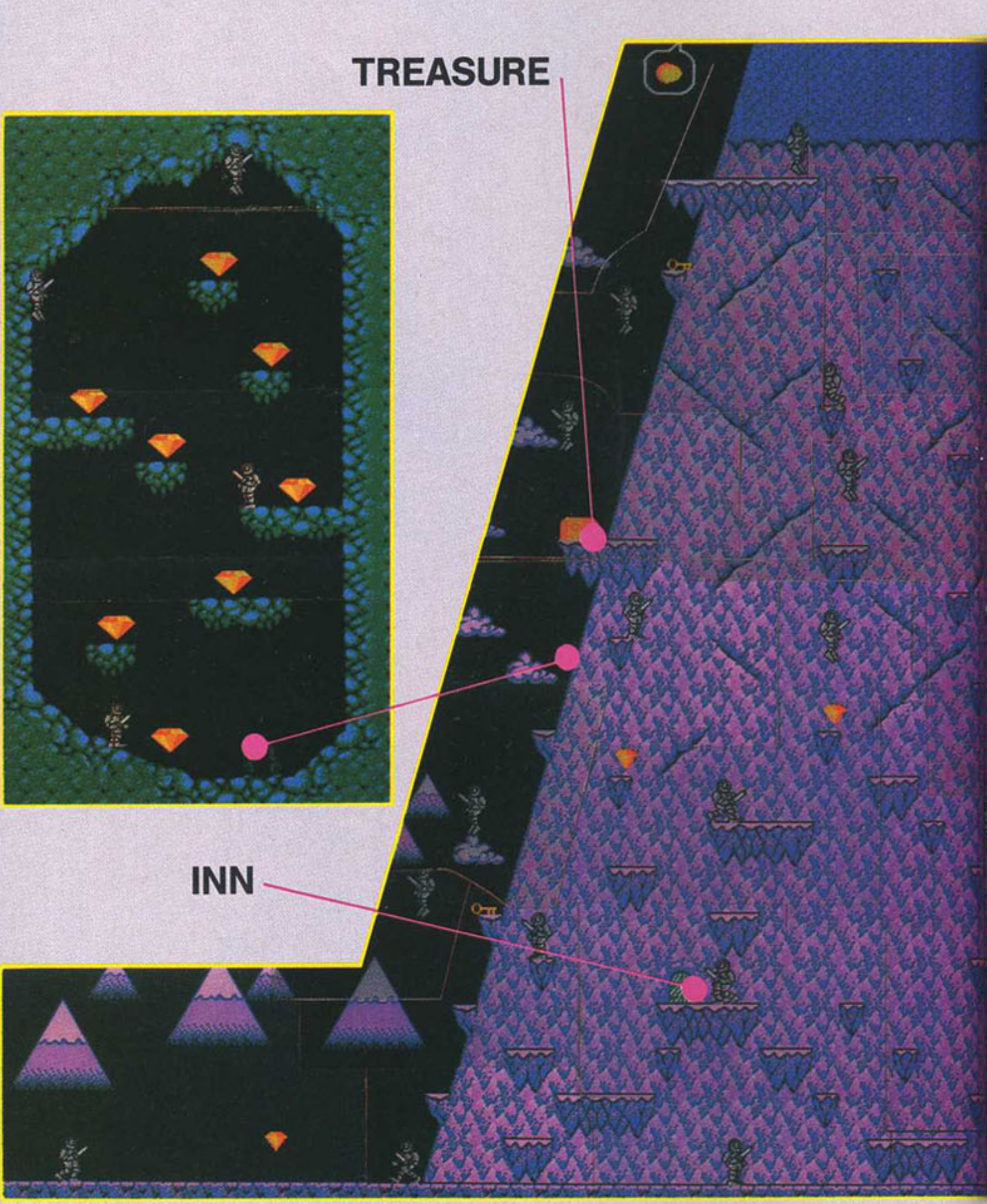
COLLECT MONEY AND KEYS

You'll need lots of money to buy food at the Inn if you're going to get through this area in one piece. Keys are also very important. You won't be able to get the Familiar Spell and the Sword without finding at least two, and there are also chests full of treasure to be had if you have keys left over.


Swooping eagles from above can make travel in the mountains treacherous.


Watch for Slimy Spitters on the rocks.


These Cave Demons are small, but very dangerous.



FIND HIDDEN ROOMS

There are many hidden caves and rooms in Sindarin. You can find a key and some magic bubbles to fill up your magic meter.



THE INN

There are Inns all throughout Sindarin where Kuros can buy food, keys, magic spells, armor, and weapons. It is also possible to wager with the Innkeeper, but there is no way to win consistently. There is one Inn in the cliffs, and it's a good idea to frequent it regularly to buy food.



The Innkeeper shows Kuros his wares.

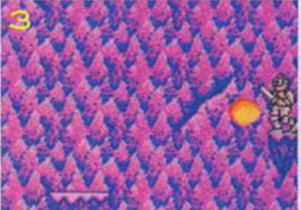
GET THE GOLDEN EGG

Once you have obtained the Golden Egg, you can give it to the King of the Eagles, and he will carry you up into the Clouds.

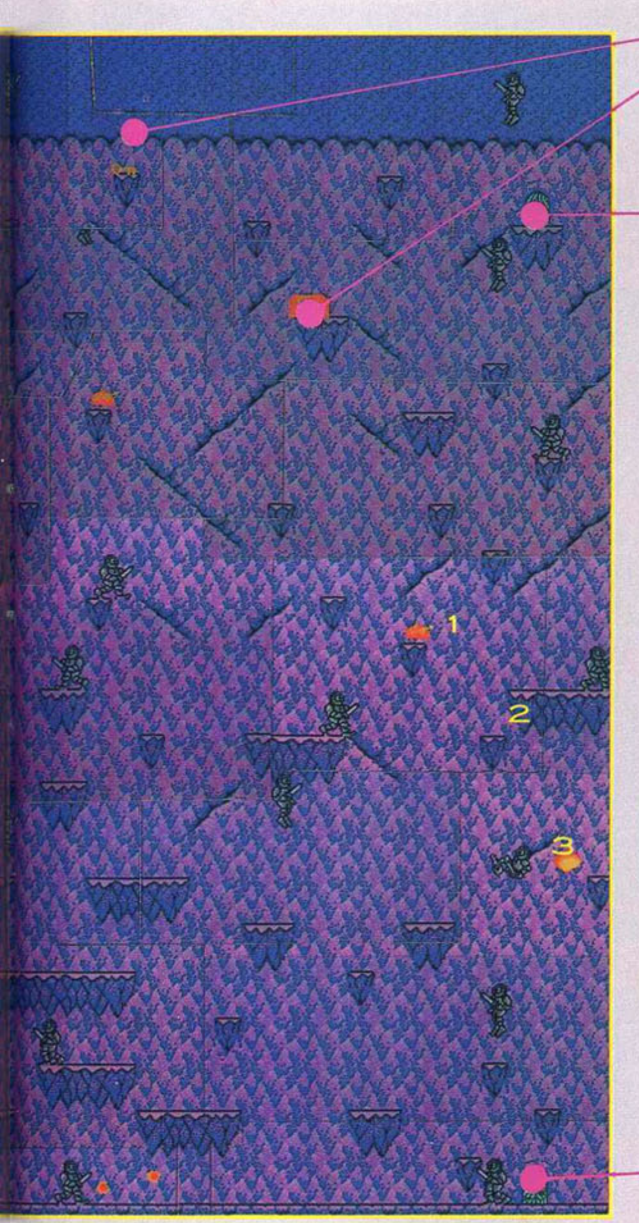
Getting the Golden Egg can be very tricky indeed. The best way to get it is to jump down from the ledges marked on the map below.





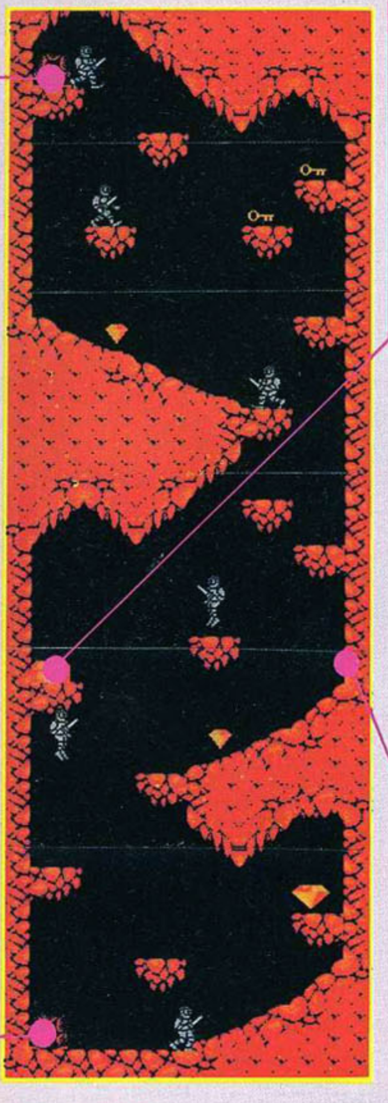


Kuros braves the treacherous cliffs and, by jumping from ledge to ledge, he retrieves the Golden Egg!



THE FAMILIAR SPELL

SWORD



BE SURE TO GET THE SWORD

Many years ago, a wise old sage hid this sword in a chest deep in the caves of the cliff region, knowing that someday a warrior such as Kuros would find it in his hour of need.



You have found the sword! Now you will have a fighting chance when you get to the Clouds.



THE EAGLE KING WILL AID YOU

Once you have the Golden Egg, the Eagle King will carry you up to the Cloud Region. Relax and gaze down at the splendor of Sindarin below. You are safe from enemy attacks while being carried, as no creature of the sky would dare to attack the Eagle King or one under his protection.



Take the Golden Egg to this platform.



The Eagle King invites Kuros to the Cloud Region.

WIND ELEMENTAL: THE CLOUDS



Kuros will have to use all of his skills as a warrior in this region, as it is difficult to walk on the clouds, especially while being attacked by wild tornados, eagles, strange creatures called Cloud Men, and more Cave Demons.

GET THE SPELL TO DEFEAT THE WIND ELEMENTAL

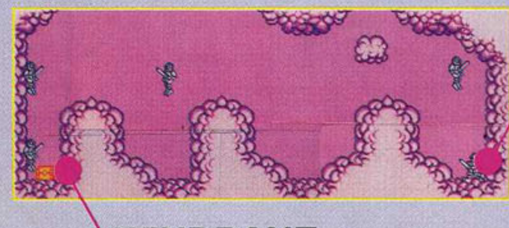
At the very top of the Cloud Stage is a very important room. The room is guarded by Cave Demons, and will require some tricky jumping to get through. Kuros must time his jumps perfectly to avoid the Cave Demons and miss the high cloud columns he is jumping over. Once he has cleared the columns he will find a chest that contains the Windbane spell. Without this spell, Kuros will be unable to damage the Wind Elemental.



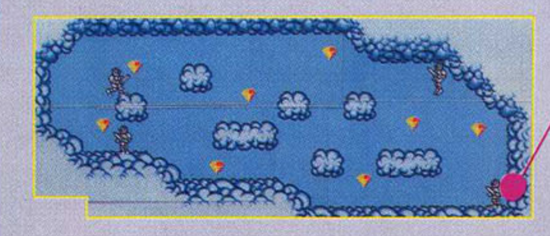
You have found the Windbane Spell.

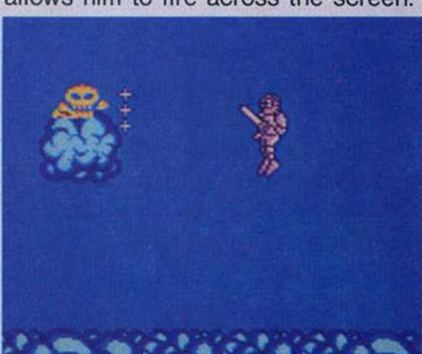


The sooner Kuros obtains the Windbane Spell the better, as it allows him to fire across the screen.



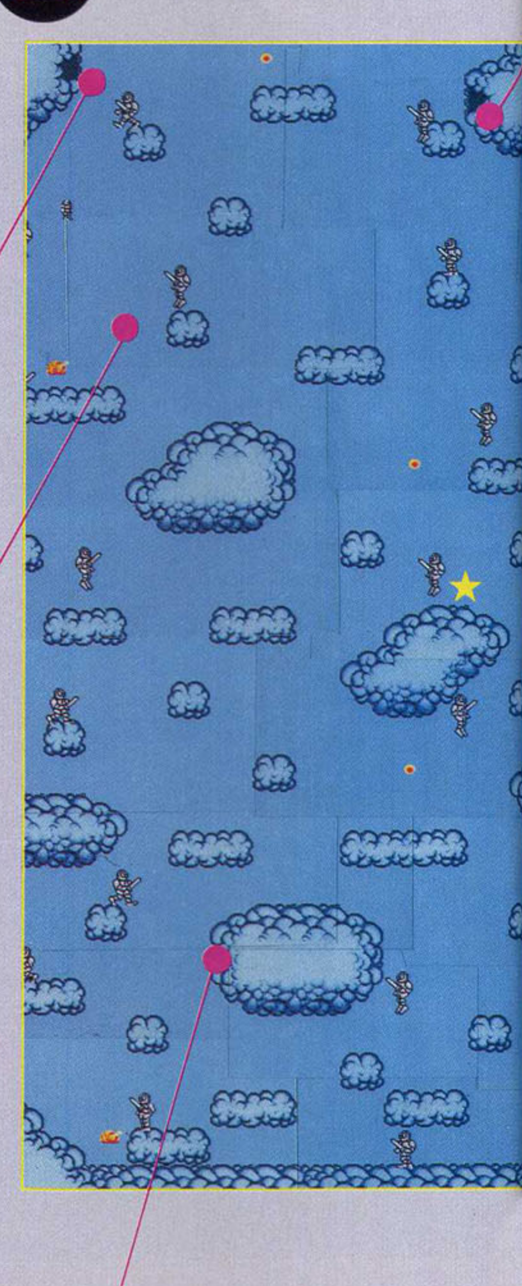
WINDBANE





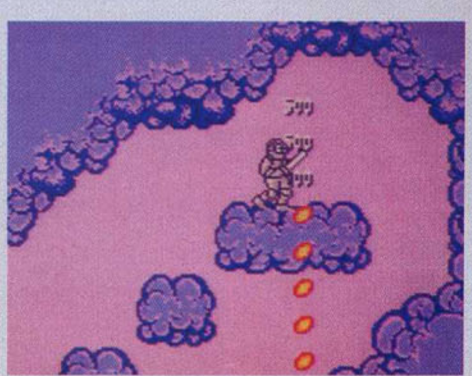
The skulls cannot be harmed without the Windbane spell.





KUROS MUST REPLENISH MAGIC POWER

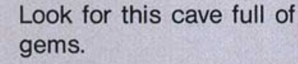
Whenever he uses spells such as Windbane, Kuros loses magic power. To refill this power he must find magic bubbles. Sometimes these bubbles appear when he defeats an enemy creature, but there are also places where the bubbles just appear. There are three locations where the bubbles appear, marked by stars on the maps.



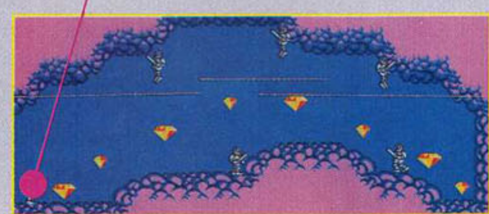
A line of magic bubbles.



Defeat an enemy for a magic bubble.



Look for this cave full of gems.



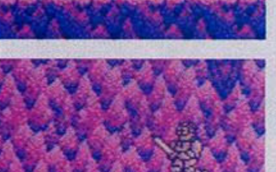




BE SURE TO FULLY EQUIP KUROS

Kuros will stand a better chance against the Wind Elemental if you have taken the time to find all of the equipment in the first two regions. Although Kuros will still need to find the Windbane Spell to defeat the Wind Elemental, these items will greatly increase his chance for victory.

Kuros starts with a dagger.



He finds a sword in the Cliff Region.

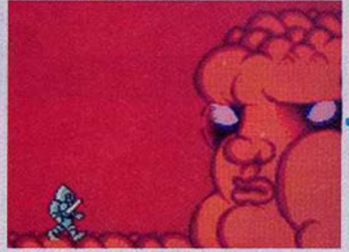


And then a better helmet in the Clouds.

BATTLE THE FIERCE WIND ELEMENTAL

Now Kuros is ready to face the Wind Elemental. When you are ready, charge into the room and fire your Windbane spell as quickly as possible. It may help to jump over the flying tornados, but this is not essential. Eventually, you may run out of magic. When this happens, try to hit the small clouds that the Wind Elemental shoots out at you, as they will almost always give you a magic bubble, and allow you to continue the fight.

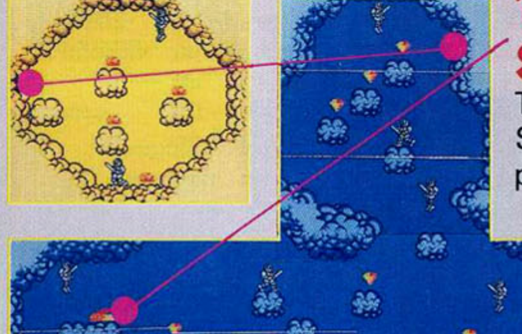




Keep firing Windbane as fast as you can.



Aha! Victory is yours!



THE BOOK OF SINDARIN

This is one of the four lost relics of Sindarin, and is worth 10,000 points.

After the battle, Kuros will be transported to a room where you will find the first piece of the legendary IronSword.

Success is yours! You have defeated the first of the four elementals, but now you must finish the last three regions on your own. Be brave, Kuros. Good luck.

ON TO THE FOREST REGION!

NINTENDO POWER™ TELLS

CONTRA

TOUGH COMMANDO TEAM ANNIHILATES ALIEN INVASION!

Special Force Officers Lance and Bill survive freezing forests and steamy jungles to destroy the forces of the Red Falcon.





Galga Island self-destructs!

IKARI WARRIORS

CRACK COMMANDOS TOPPLE EVIL SECRET AGENCY!

Grenades and teamwork are the key to demolishing the enemy forces in Ikari Warriors. There always seems to be another villain with plans of global conquest to defeat. Paul and Vince see more action in Victory Road.



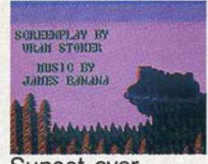
Congrats from the General!

CASTLEVANIA

FAMOUS GHOST HUNTER CONQUERS THE COUNT!

Simon Belmont defeats the Count and peace returns to Transylvania. Little does he suspect that the Count's curse remains! Simon's quest continues in Castlevania II!





Sunset over Transylvania.

GOONIES II

THE FRATELLI GANG IS BEHIND BARS ONCE AGAIN!

Mikey, a member of the famous Goonies, manages to penetrate the maze-like Fratelli hideout and bring the gang to justice.





Annie is saved!

SUPER MARIO BROS.

KOOPA KING DEFEATED BY BRAVE ADVENTURING BROTHERS!

After stomping many Koopas and Goombas, defeating Bowser and rescuing the Princess, Mario and Luigi can finally rest easy. Look for the return of some old foes plus some new ones in Super Mario Bros. 3, coming to the NES next year!



Care to try again?

10 TOP GAME END

S ALL!

The end of a year or of a decade is often a time of retrospect. Here is a look back at the endings of some of our classic games of the past! If you haven't beat them yet, here's what you have to look forward to! Congratulations again if you already have! Why not try playing through them again?

METROID

FEMME FATALE FINDS CURE FOR THE EVIL MOTHER BRAIN'S HEADACHES!

Holy Smoke! Samus Aran, mighty galactic warrior, is revealed to be a woman when she removes her cumbersome space armor after defeating the Mother Brain.





Samus's true identity revealed!

RAD RACER

SPEED DEMON'S SWEETIE MAKES OFF WITH DREAM MACHINE FERRARI 328!

Rad Racer, champion of eight world class auto races, is left without wheels when his girlfriend takes a joy ride in his 328 Twin Turbo Ferrari.





"Wait for me!!!"

PUNCH-OUT!!

REIGNING WORLD CHAMPION MIKE TYSON DETHRONED BY UPSTART CHALLENGER!!

Although stunned by the decision, Iron Mike congratulates the new champion. Mike also is reported to have said he'd fight a re-match whenever Mac is ready.





Mike's a good sport.

KID ICARUS

BOY HERO BECOMES A MAN BY BEATING MEDUSA!

Mythical hero Kid Icarus masters many mythological monsters to save the Goddess Palutena from Medusa's clutches. By scoring many points, Pit can become a man.



A magic kiss is Pit's reward!

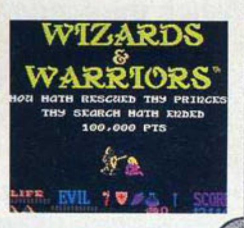
WIZARDS & WARRIORS

COURAGEOUS KNIGHT OVERCOMES MIGHTY MYSTIC MALKIL AND SAVES THE PRINCESS!

The greatest warrior in Sindarin defeats the evil Malkil. But you can't keep a good villain down—look for the return of Malkil in IronSword!



Kuros frees the Princess!



DINGS EXPOSED!

THE FUTURE OF LAW ENFORCEMENT

ROBOCOP™

You've gotten by the nitty-gritty police work on the streets of the first stage, now the metallic monster of law enforcement faces even more perilous challenges. There's a hostage situation at City Hall! RoboCop's on the way!
City Hall is just one of the many stages that will challenge and defy even the most determined police officers. Factories, robot plants, and construction sites await anyone with the mettle to walk the beat of the steel-skinned RoboCop.

STAGE 2

ARREST MODE: CITY HALL CRIME IN PROGRESS



THE MAYOR IS BEING HELD FOR RANSOM!

The situation looks grim. City Hall is built like a fortress! And the boys holed up inside brought a small army with them to cover the outside streets. Too bad they didn't plan on a two-legged tank stopping to pay them all a little visit.

▶START

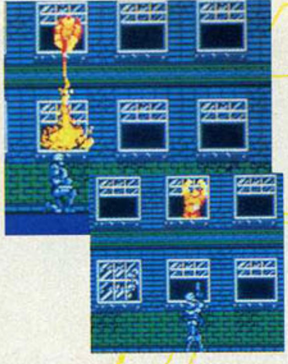
TO MAP B▶



LOOK OUT! UP THERE IN THE WINDOW!

Watch the windows at all times, as some hide snipers with rifles or flamethrowers waiting in ambush. It's tough to avoid the sniper's bullets, but you can duck under the flamethrower's flames. Quick and accurate shooting are essential.





MEDIUM RARE OR WELL DONE!

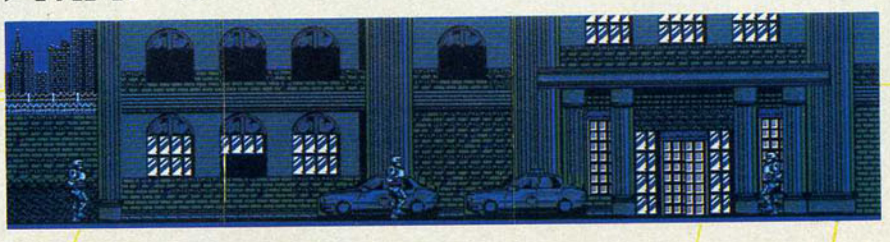
An Explosive Reception at City Hall! A mad bomber blocks the entrance to City Hall. He knows RoboCop's weak points and will toss his bombs accordingly. Too bad for him that unless he scores a direct Hit, RoboCop escapes unscathed.

RoboCop can only be injured by a direct hit from the bomber . . . .

. . . so walking through a blast on the ground doesn't hurt.



▶MAP B



INSIDE CITY HALL

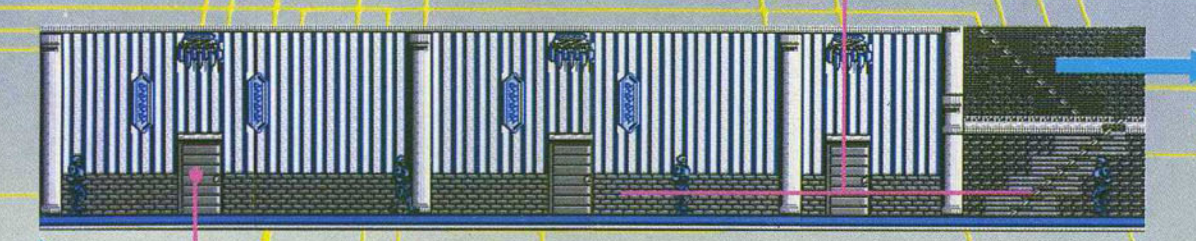
City Hall can be a confusing series of connected rooms for the rookie officer. Pay close attention to your sensors as they may indicate weak spots, secret passages, and approaching enemies.

HAMMER JACK'S GOT A BROTHER!

If Hammer Jack seemed a little easy at the beginning of the stage, don't get too cocky. Jack's tougher big brother is guarding the door to the Mayor's Office.



A series of fast uppercuts will do the job.



THE MAYOR'S OFFICE

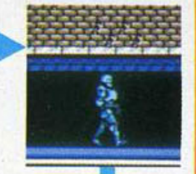
ENERGY'S LOW, NO TIME TO LOSE!

If you search thoroughly you'll find a secret passage that leads to the room right next to the mayor's office. Hurry, the situation's critical.

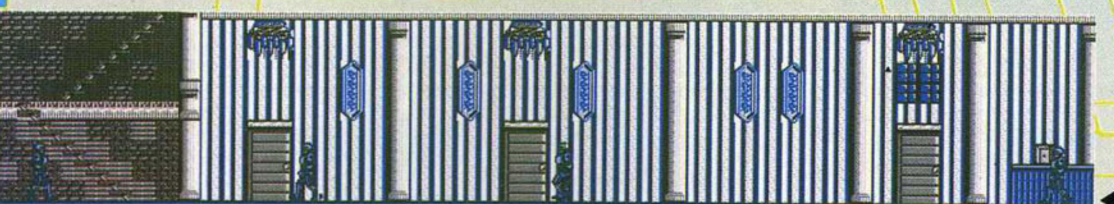


More than a broom closet . . .

It's a shortcut!



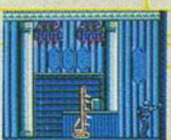
THE MAYOR'S OFFICE



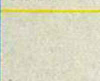
START

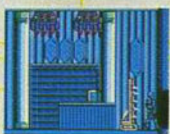
WHO'S GOT THE UPPER HAND?

Someone must have expected this room to be used for a sneak attack and left a little surprise behind. Keep moving. Some things are better avoided than fought. Besides, the city is counting on you to save the Mayor.



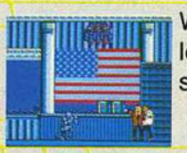
Instant door!





Not a moment too soon.

You must be very careful when you enter the room. To get the villain you must make absolutely certain you don't hit the Mayor. He forces the Mayor to duck when he shoots; look for an opening.



When staying low keep your shield up.



Fire only when you see an opening.

THANK YOU

BONUS STAGE

TRAINING MODE: DETROIT POLICE SHOOT THE MOVING TARGETS.

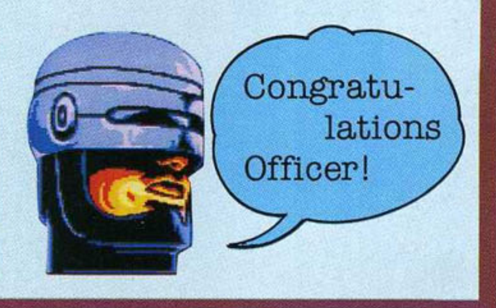
In the Bonus Stage you'll have a chance to gain an extra life plus get in a little practice with the Auto 9. You must hit 30 targets within 38 seconds to qualify for the treasured bonus. Even if you don't, it's still a great place to pick up some easy bonus points.



TAKE CAREFUL AIM!

The targets appear several at a time. You have unlimited ammo so try to hit every one. Look for targets in left to right groups for fast lateral movement.







STAGE 3

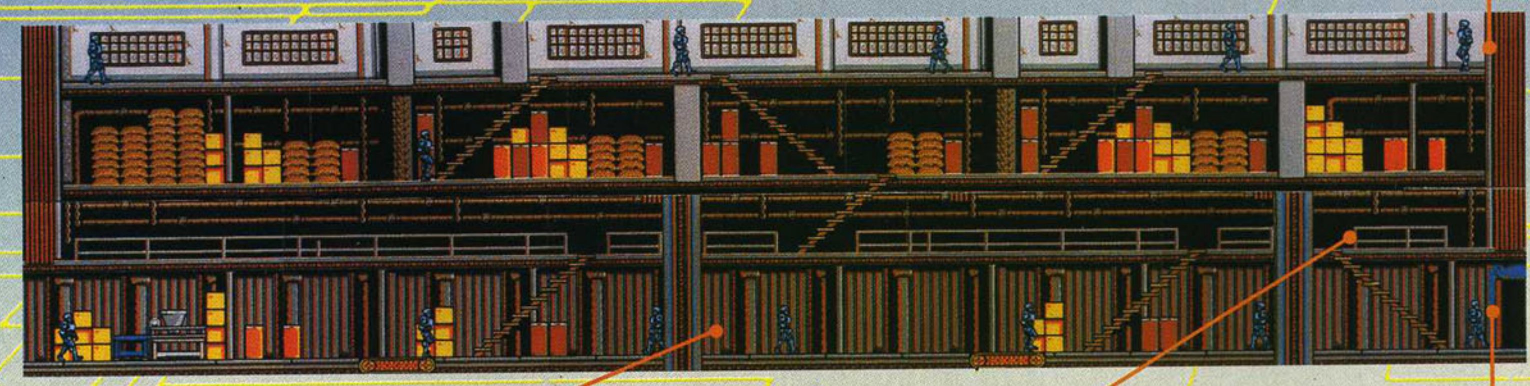
ARREST MODE: FACTORY NARCOTICS TRAFFICKING

Clarence Boddicker is about to find out how long the arm of the law is. The old factory that he's hiding in may hold some surprises. Stay on guard officer, there's trouble ahead.

USE ELEVATORS WISELY



The elevators can be very hard to use as you cannot really steer them. Your best bet is to keep riding them until they come to a stop.



▶START

GRAB THE COBRA GUN!



The Cobra Gun is a small anti-tank gun. It's as deadly for Robocop as it is for the criminals.

SHOOT FROM A SAFE SPOT



A well placed shot from the right spot will clear this guy and his little toys right out of there.

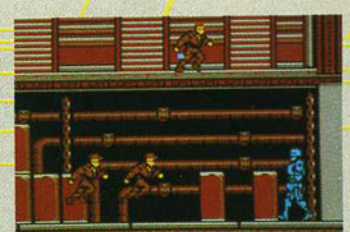
IS THIS THE END?

CLARENCE IS WAITING!



If you save the Cobra Gun until you reach Clarence you'll find it very easy to drive him off. But what is he leaving behind?

These three little guys can give you the fits! They are short enough to run under most of your shots. Stay low and fight them on their own turf!



Clarence escaped, but he left some little friends to play with.

STAGE 4

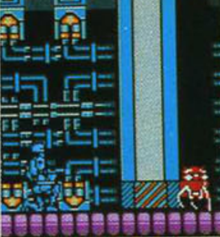
SUSPECT: DICK JONES, VICE PRESIDENT OF OCP CHARGE: MURDER OF A POLICE OFFICER

Dick Jones created the rampaging ED 209. He's hiding out with the juggernaut in the factory that made it. Be careful. You're playing in the big league now!

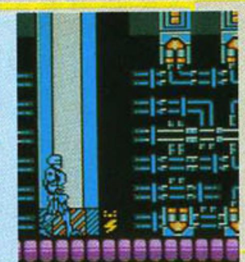
APPREHEND IMMEDIATELY!



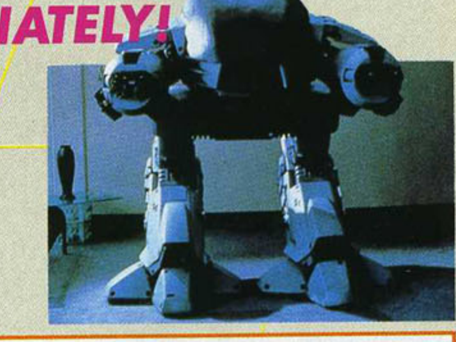
The small walking robots in the factory are just like Clarence's little friends in the last stage. Stay low and keep firing.



One down, how many to go?



Watch for some useful items.

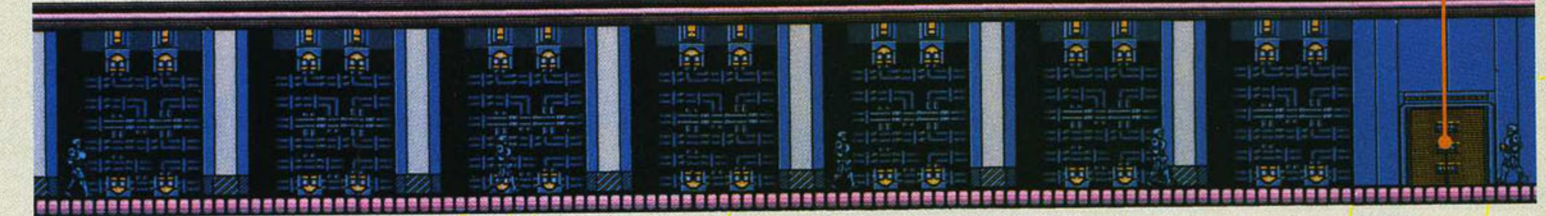


TO MAP B



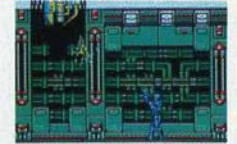
Ready or not, here he comes!

▶START



A STATIC NET!

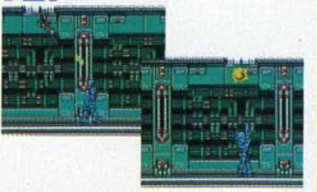


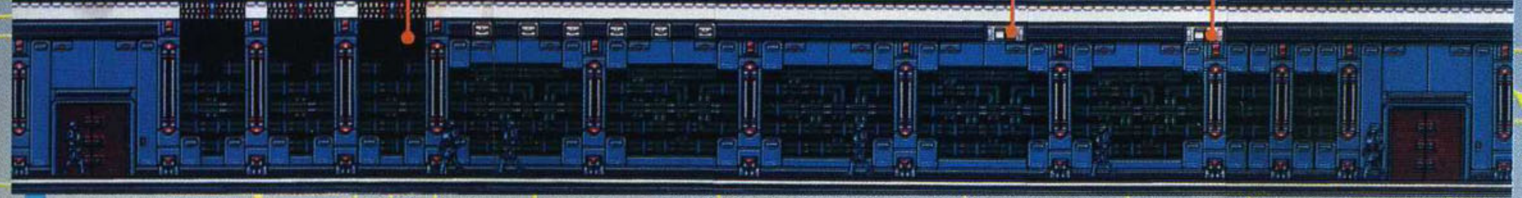


The Static Net wreaks havoc on RoboCop's electrical circuits. Stopping this booby trap is all a matter of finding out where to stand.

LASER CANNONS ABOVE!

These spots can prove to be real tough. Enemies attack you at the same time the Lasers do. Concentrate on the Laser as it does the most damage.

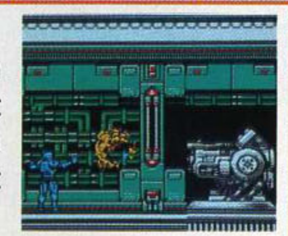




MAP B START ▶

WHAT'S NEXT?

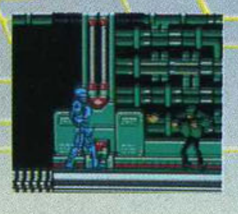
A giant Flame Projector can prove to be one of the most difficult obstacles. Watch for a pattern in how far each shot goes and use your shield.

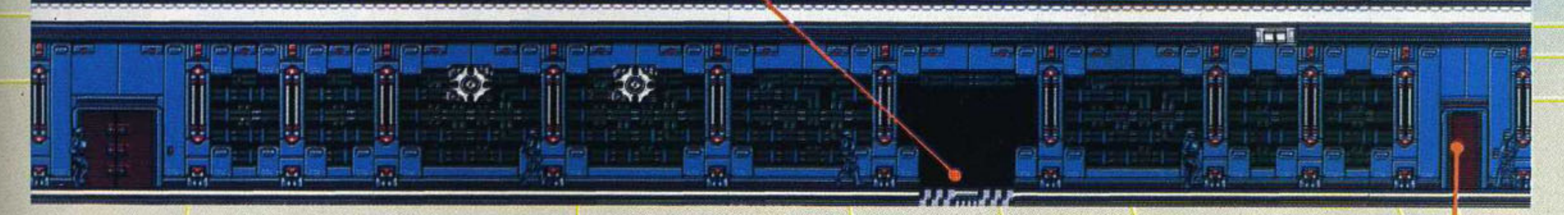


HIT MAN WITH A HIGH-POWERED RIFLE!



A dangerous enemy waits just behind the Gas Cannon. Stand ready with your Auto 9.





ED 209

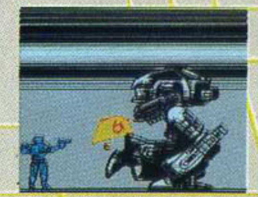
THE MECHANICAL MENACE!

ED 209 is another type of mechanical cop and is probably RoboCop's greatest challenge.

To defeat this monster you'll have to look for a soft spot. There are several ways to approach this, and speed is the key in all of them. The robot can't move as fast as you. Use this to your advantage to hit and run.



→FACE TO ED



This underside looks like a good spot to start!

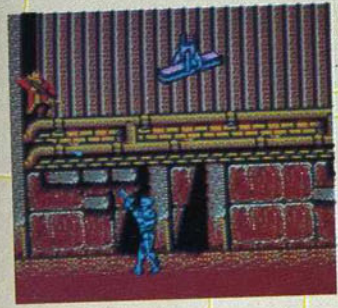


Victory! Justice prevails and order is restored.

STAGE 5

ARREST MODE: SUSPECT ESCAPED, CONTINUE PURSUIT

Boddicker and Jones have decided to team up and get rid of the vanguard of justice with the dreaded Cobra Gun. Be extra careful as you move along. Clarence is waiting in ambush.



Look out! Clarence is firing and it's raining steel!

STAGE 6

ARRESTED: C. BODDICKER
ARREST MODE: JONES, OCP.

Dick Jones is the mastermind of all this trouble and you can count on him to find a way to escape to this stage. If you use your experience you'll be able to triumph!

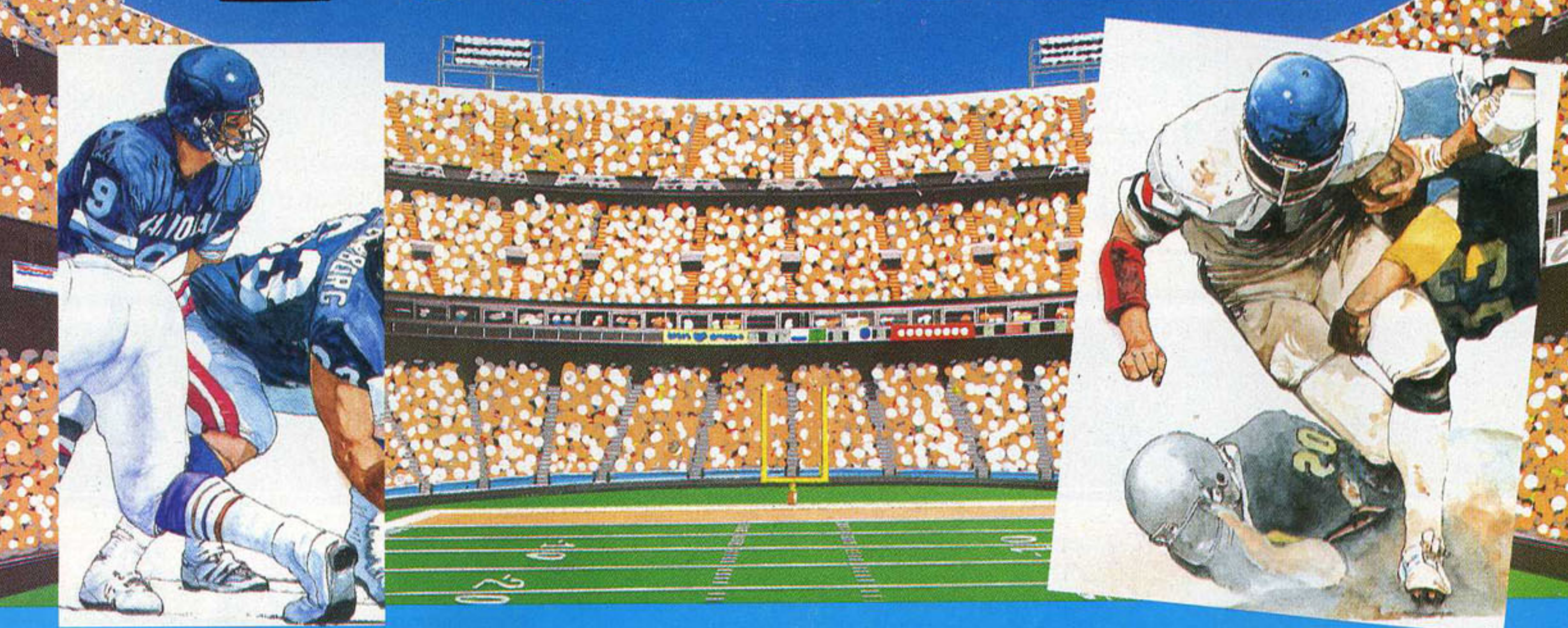


Looks like Jones has rebuilt ED 209. Time to tear it down again.





PLAY ACTION FOOTBALL™



Come on down from the stands and get into the hottest action in town. NES Play Action Football gives you the power of choice—more plays, more game options, and more realism combined, than any other football game except the one on the field. If you keep in mind some basic strategies, you're sure to end up in the Power Bowl.

You're In Control With NES Play Action Football!

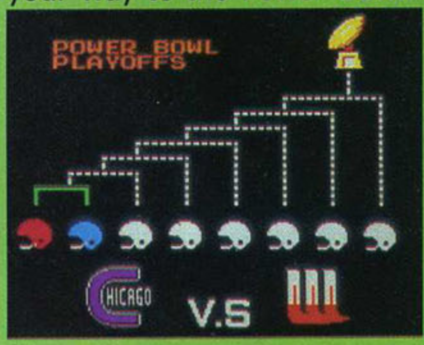
Four Player Option

With two players on each side of the line of scrimmage, get set for some hard hitting action and all the surprises of the real game.



Play-Off Mode

Select your team then battle each of your seven opponents in a single elimination tournament on your way to the Power Bowl!





Instant Replays

Make a fantastic play and then see the highlights on a big screen display.

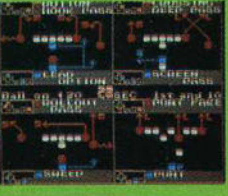






Customized Team Play Selection

Choose from 24 offensive and 16 defensive plays. Each team has "hot" plays that utilize player strengths.







Player Energy Levels

Each key player for a team has an energy level meter. At full energy, he is playing at full strength. When the energy level drops, so does his strength.







Game Stats

Keeping up on the stats is a critical part of smart play calling. NES football has complete, updated stats only a button push away.

1st QTR STATISTICS

7 — 14

CHICAGO		WASHINGTON
4/2	RUN/PASS	5/2
2	1st DOWNS	3
97YDS	RUSHING	82YDS
-3YDS	PASSING	78YDS
94YDS	TOTAL	160YDS
0	TURNOVERS	0



OFFENSIVE PLAY TIPS!

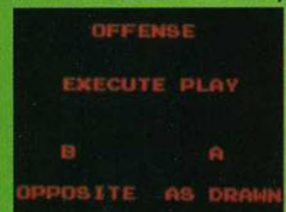
LEARN EACH TEAM'S STRENGTHS

Every team has super stars—runningbacks, quarterbacks, and linebackers who can control a game if given the chance. Study each player, looking for his strengths, then choose plays that allow him to play up to his potential.



Direction

Plays are drawn going to either the left or right, but you can reverse the direction of any play.



Push A or B to choose the play as drawn or its reverse.



Substitutions

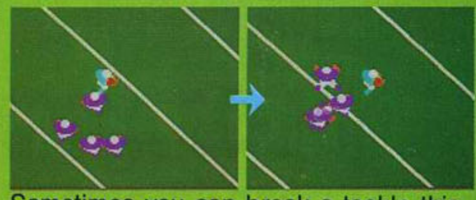
Your key players are bound to get tired if you play them constantly. Check their energy status with the Substitution option. If the meter shows that he's a quarter or more low, substitute another player for a few downs.





Break Tackles

To stiff-arm a defensive player, rapidly press the A Button when the defensive player gets close.

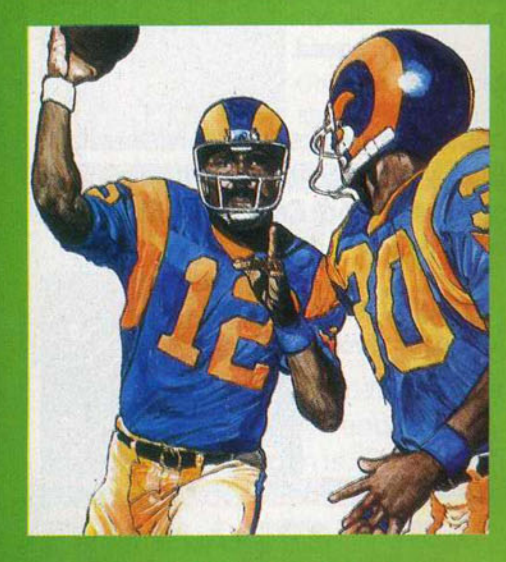


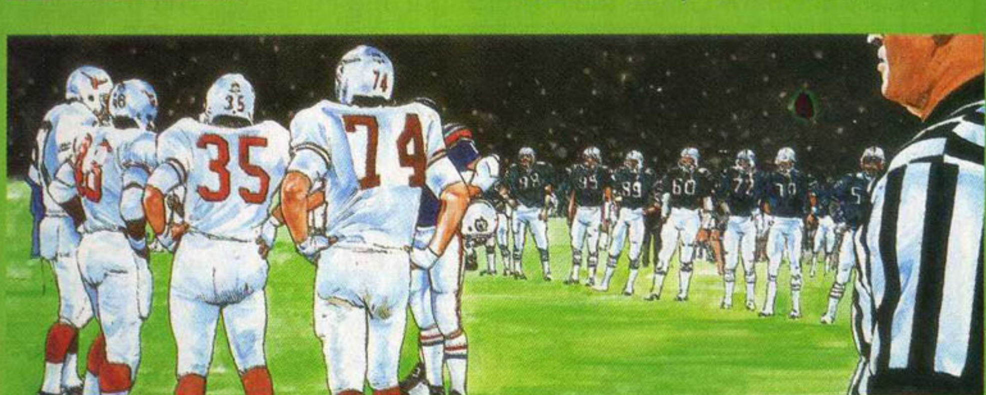
Sometimes you can break a tackle this way.



Practice With Your Teammate

The four-player option allows you to work as a team, which means that you and your partner must know how the plays work. Study the plays together, paying close attention to the pass receiving routes, then run a few plays to coordinate your moves.





DEFENSIVE PLAY TIPS!

LEARN TO READ OFFENSES

As a play develops, blockers and backs will move in the direction of the ball. On a pass play, the QB usually drops back. Read these clues and adjust quickly. Cover the receiver on a pass, or rush the QB. On running plays, select the closest defensive player to the ball and stay in front of him so he doesn't break a long one.



Keep A Tight Pass Coverage

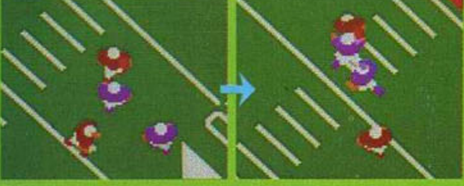
Stay with a receiver on passing downs. You can always switch to the closest player if the play becomes a run or screen pass.





Tackles

To make a diving tackle, get close to the ball carrier and push the B Button. If you miss, you'll lose time while getting up.



Dive when you are only one body length or less from the ball carrier.



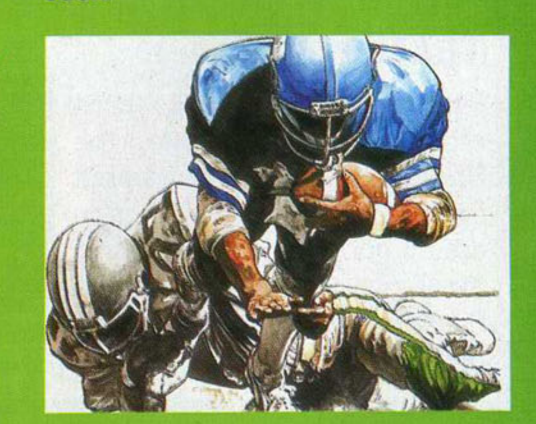
Select Player

You can switch control from one man to another by pushing the A and B Buttons simultaneously. Doing this gives you control of the player closest to the ball carrier.



Blitzing

During a "Blitz," every player rushes at the snap. If you remember to switch players when a lineman blocks you, it can lead to a sack.

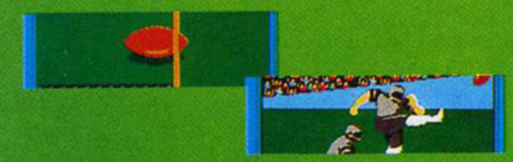




TEAM STRENGTHS AND STRATEGIES



There are eight teams in NES Play Action Football, and like real pro teams each has certain strengths and weaknesses. The scouting reports below should help you learn how to use each team or defend against them.





LOS ANGELES

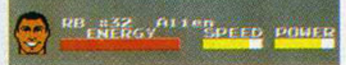
STRATEGIES

LA is strongest on the ground. With Bo Jackson and Marcus Allen in the backfield, you can steamroll over most defenses. The short passing game is also very good with Tod Christensen.

STAR PLAYERS



Bo Jackson is explosive.



You're sure to gain yardage with Marcus.

TEAM PLAYS

The best plays for LA are the Power Right and Power Sweep. The Rollout is good, as is the Sprint Out. On running plays, make sure Jackson is energized.



LA likes to keep it on the turf.

SAN FRANCISCO

STRATEGIES

San Francisco has great talent and is the best team overall. With Roger Craig and Joe Montana in the backfield they can either run or pass. Ronnie Lott on defense is probably the best free safety in the game.

STAR PLAYERS

Joe Montana's arm is a cannon.

Ronnie Lott has great speed.

TEAM PLAYS

The truth is, any pass play works well if Montana is at QB. Just watch his energy levels. The same is true of the running game and Craig. Try the Draw plays.



Montana in the shotgun throws downfield.



MIAMI

STRATEGIES

Miami is an offensive powerhouse and a defensive wasteland. Use Dan Marino and his two receivers, Mark Duper and Mark Clayton, to score as much as you can. Then hope the other team can't keep up.

STAR PLAYERS



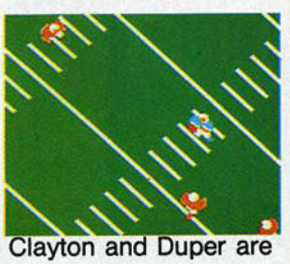
Dan Marino is the ace here.



Mark "Super" Duper.

TEAM PLAYS

Pass, pass, and pass some more. The Draw Fake, the Shotgun Bomb, the Rollout Pass and the Pass Play Action are all good choices. The only other plays to master are the Punts and Field Goals. Use the blitz on defense.



Clayton and Duper are two great targets downfield.

DENVER

STRATEGIES

With Karl Mecklenberg and John Elway on the team, Denver has good balance. Tony Dorsett adds a solid running game to Elway's power passing. Mix up the run and pass on Offense. On "D" bring Mecklenberg up to the line and let him loose.

STAR PLAYERS



John Elway runs and guns.



Karl Mecklenberg can stop 'em cold.

TEAM PLAYS

The Shotgun Bomb, Sprintout, and Rollout are all excellent choices. Change it up with a Power Sweep or Reverse Option. With Elway at full power, the Draw Fake pass or Deep Out can add up to big gains.



Elway can keep the ball and run as well as pass.

CHICAGO

STRATEGIES

The city of the Big Shoulders lives up to its name with this team. Defense is the specialty with guys like Mike Singletary and Richard Dent. Use the blitz to shut down the opposition. On offense, Mike Tomczak's passing can be brilliant if his energy is high. The running game is also good.

STAR PLAYERS



Mike Tomczak gets it done.



Mike Singletary is a rock on "D."

TEAM PLAYS

With McMahon at the controls, use the Reverse Option or the Pass Play Action. Unbalance the opposing defense with a Power Sweep, or Draw play.



Chicago linebackers sack the opposing team's QB.

WASHINGTON

STRATEGIES

Washington has a well balanced team. Doug Williams to Art Monk is a dynamite combination on offense and Dexter Manley is a terror on defense. With Williams' rifle arm and a corps of strong receivers, passing is your best bet, especially options and short passes.

STAR PLAYERS



Doug Williams is mobile.



Dexter Manley keeps on comin'.

TEAM PLAYS

Use the Buttonhook, the Rollout, Screen Passes to Tice, and the Off Block Option. Also try a deep Shotgun Bomb.



Williams rolls out, looking for a receiver.

NEW YORK

STRATEGIES

New York has a good defense and a great passing game with Phil Simms. Lawrence Taylor, No. 56, is the best linebacker in the game. Throw to Mark Bavaro when you can.

STAR PLAYERS



Phil Simms is a top passer.

Lawrence "The Man" Taylor.

TEAM PLAYS

Any passing play is going to be a good choice with Phil Simms at the helm. Try the Pass Play Action, Sprint Out, Roll Out and Draw Fake Pass.

Sims throws on the run to Mark Bavaro.

HOUSTON

STRATEGIES

Offense is the key to winning with Houston. Take advantage of the skills of Warren Moon and Mike Rozier, but make sure that you keep their energy levels high. On defense, hope for the best.

STAR PLAYERS

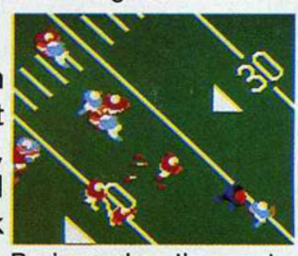


Warren Moon, a great QB.

Mike Rozier gives his all.

TEAM PLAYS

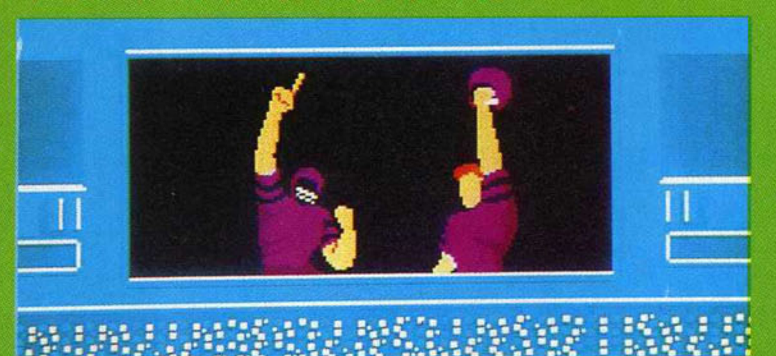
Running or passing, Houston has it. Keep the opponent guessing with the Pitch Out, Rollout, QB Keeper and Reverse Option. The Quick Pass can be effective, too.



Rozier makes the most out of each carry.

NOW YOU'RE READY FOR THE KICK-OFF!

Sound strategies can make your team a winner, but it also takes practice, skill, and imagination. If you're playing two or four player variations, you have to keep the defense guessing, so mix up your play selection. On defense try to react as quickly to the developing play as you can. Most importantly, avoid turnovers.



A lot of skill and a little luck can take you all the way.

POWER

Take direct control over your games with the new Power Glove. This high-tech Controller from Mattel fits on your right hand and it's available in two different sizes. You can program it to work with a wide variety of NES games, it is complicated to learn how to operate but, the lengthy instruction manual does explain all of the programs in detail. The Power Glove includes a sensor assembly that attaches to most any televisions.

POWERGLOVE

SUPER

PACKED CONTROL

Now, not

Throw both hands into the action with U-Force from Broderbund. Sensors detect both the speed and position of objects that are within the U-Force field. It can be set-up several ways with accessories to adjust for different game play functions. It includes a T-Bar with Firing Handles and a Power Bar, which increases the sensory field.

UFORCE

POWER GLOVE

While there are many games that can be played with the Power Glove, it is best suited for play with a few particular game types. The left and right movement and vertical scroll of Xevious, Star Force and similar games lend themselves well to the movements of this controller, as do the movements of some other games. Power Glove play requires that you hold out your hand for extensive periods of time so you may want to prop your arm up on a chair in front of you, or pause the game and rest after a long session.

Glove Ball

Scheduled for release next year, Glove Ball is specifically designed for the Power Glove. A hand on the screen moves along with your hand as you knock out wall sections with an imaginary ball.



Wall breaking action is at your fingertips with Glove Ball.

Bad Street Brawler

The arcade favorite, Bad Street Brawler, comes to the NES as the first game in the Power Glove gaming series. You can use a basic NES Controller to play but the Power Glove will really get you into the swing of urban street fighting action.

Thrust your hand forward for a Glove Zap.

1943

Your hand assumes the role of a World War II fighting plane in this action classic. Move it left and right to swerve clear of danger and bend your index finger and thumb to fire weapons.



Take on the enemy fighters with a few twists of the wrist.

Gyruss

Rotate your hand to fly circular patterns around the planets. Fire at enemies by keeping your index finger straight and pull back for a bomb blast.



Free the Solar System with some quick moves.

U-FORCE

Ten sensors set around the edge of the U-Force make it very sensitive to movement in a wide sensory field. The adaptability of the controller allows for play with several types of games. It does take some getting used to, but with practice, you'll be able to experience a new feel with some familiar games.

Mike Tyson's Punch-Out!!

Hand movement and speed are what this game is all about. Little Mac will move just as you move when you use U-Force. It feels as though you are actually boxing against video champs from around the world.



Little Mac mimics your moves.

Top Gun

Soar over sea and air as your hands take on the same movements as a Jet Fighter. Make bank turns and power dives and shake your fists to let loose missiles and gun fire.



Control a Jet-Fighter with your bare hands.

Rad Racer

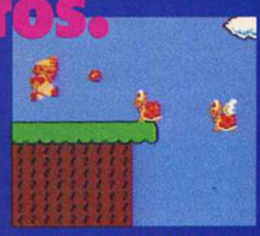
Experience the thrill, power and challenge of real cross country racing. Fit the T-Bar into U-Force and turn it like you would turn an actual steering wheel. You'll be able to brake and accelerate with the buttons on the Firing Handles.



Feel the power of high speed racing with the T-Bar and U-Force.

Super Mario Bros.

If you're up for a challenge, you can play this classic in a whole new way. Wave your left hand to move your character and shake your right hand to jump and fire. It's like rubbing your belly and patting your head at the same time, so it could take some practice.



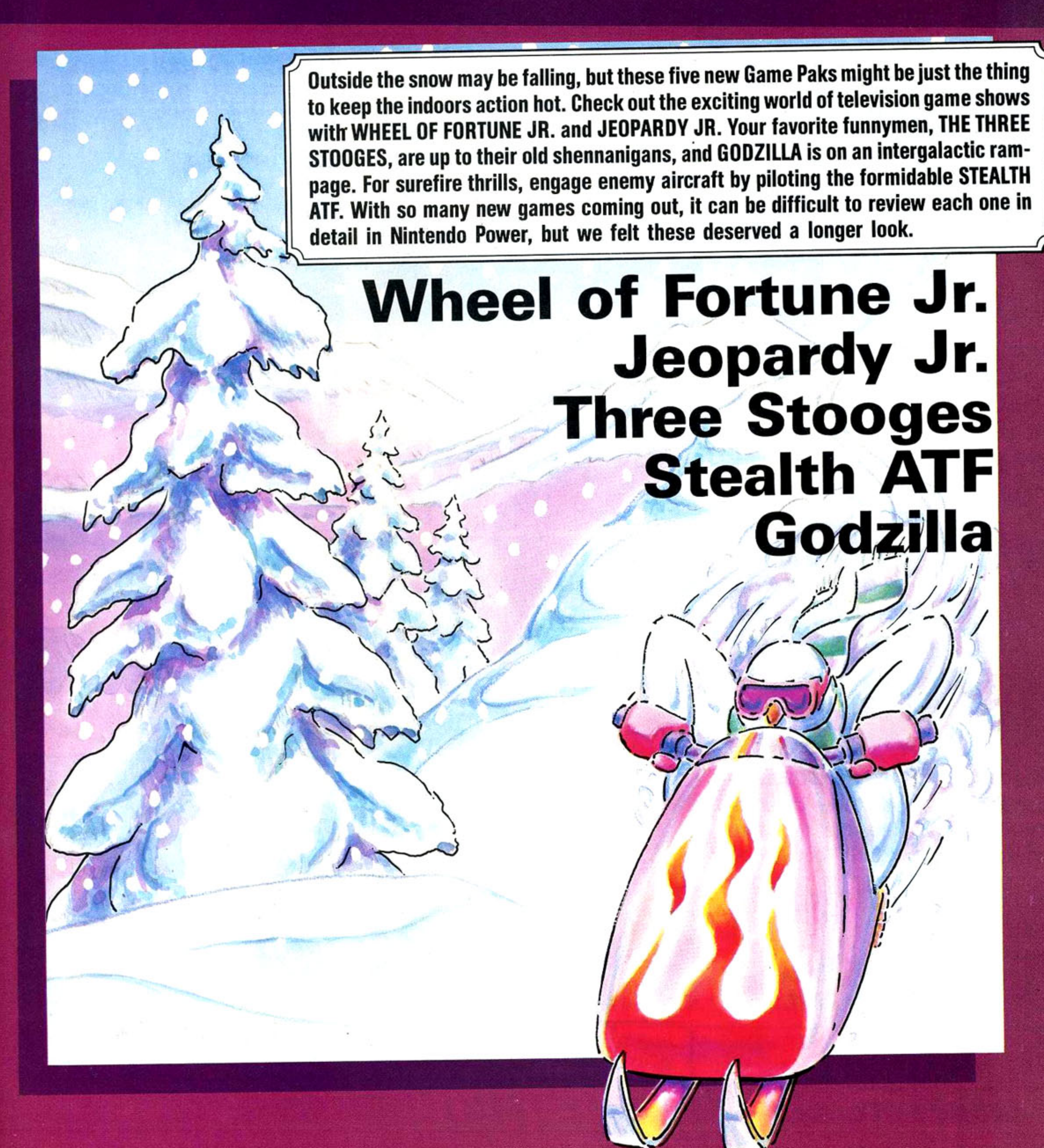
Wave Mario along through his adventure in the Mushroom Kingdom.

WINTER WINNERS!!

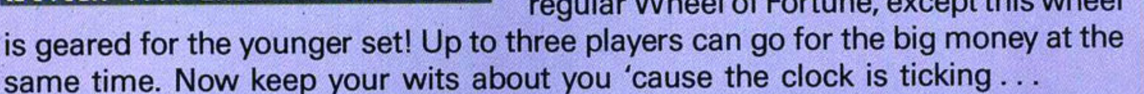
New Games Now Available

Outside the snow may be falling, but these five new Game Paks might be just the thing to keep the indoors action hot. Check out the exciting world of television game shows with WHEEL OF FORTUNE JR. and JEOPARDY JR. Your favorite funnymen, THE THREE STOOGES, are up to their old shennanigans, and GODZILLA is on an intergalactic rampage. For surefire thrills, engage enemy aircraft by piloting the formidable STEALTH ATF. With so many new games coming out, it can be difficult to review each one in detail in Nintendo Power, but we felt these deserved a longer look.

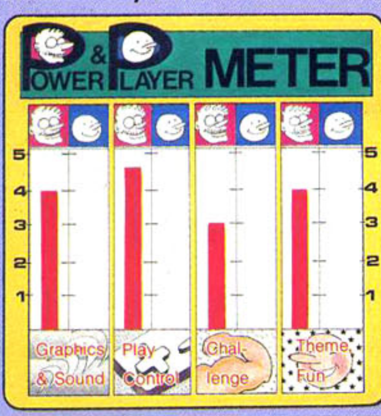
Wheel of Fortune Jr.
Jeopardy Jr.
Three Stooges
Stealth ATF
Godzilla



WHEEL of FORTUNE JR.



There's just something in the clicking of the colorful spinning wheel that generates excitement. The audience is breathless as your brain tenses, piecing together the puzzle in this TV variation of "Hangman." Should you try a letter or buy a vowel? Should you save your free spin or use it now? Should you try for more cash or try to solve the puzzle? It's just like regular Wheel of Fortune, except this wheel is geared for the younger set! Up to three players can go for the big money at the same time. Now keep your wits about you 'cause the clock is ticking . . .



BEGIN WITH A SPIN!



Stop the strength meter to determine the power behind your spin. Play with friends, or the computer.

START WITH MORE COMMON LETTERS



You can choose to spin and try a consonant, buy a vowel, or solve the puzzle. It's best to try more common letters first, but be on your toes. A timer is counting down and you could lose your turn.

Spelling counts, so make sure to enter your letters correctly.



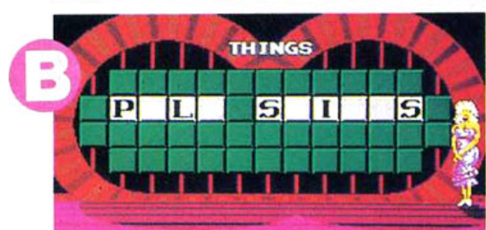
QUESTIONS

Though the title is Wheel of Fortune, Jr., adults will be challenged, too. Try your skill at these puzzles below.

A



B



C



D

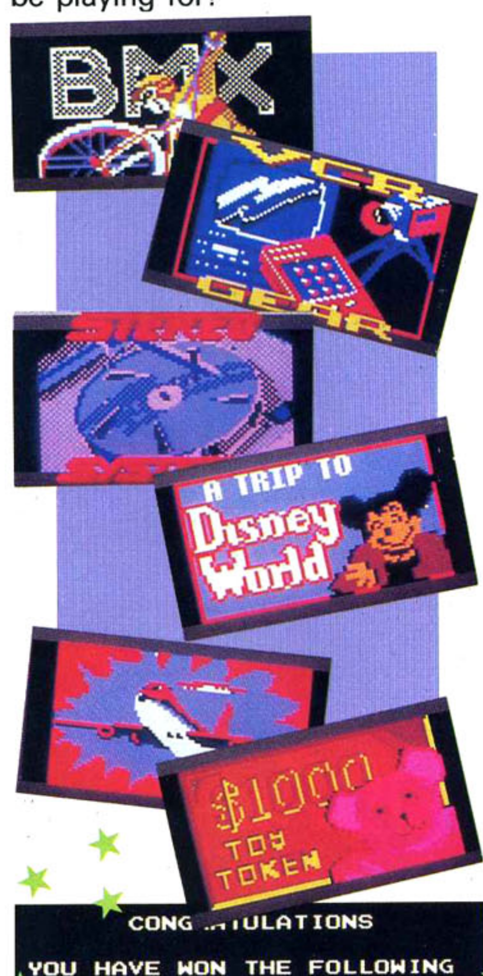


E

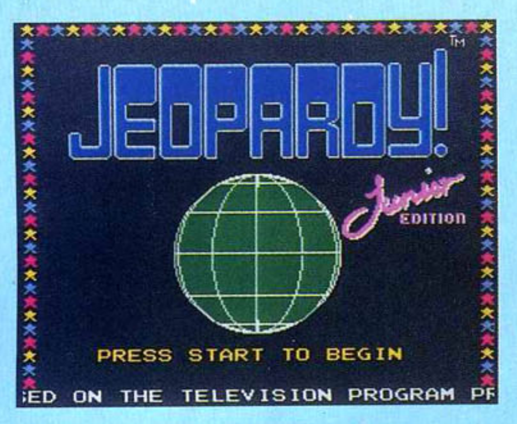


WHICH DO YOU LIKE??

If you make it to the final round, you get to select the prize you will be playing for!



ANSWERS A GOLF CLUBS B POLO SHIRTS C DOWN ESCALATOR D VANNA WHITE E CINDERELLA

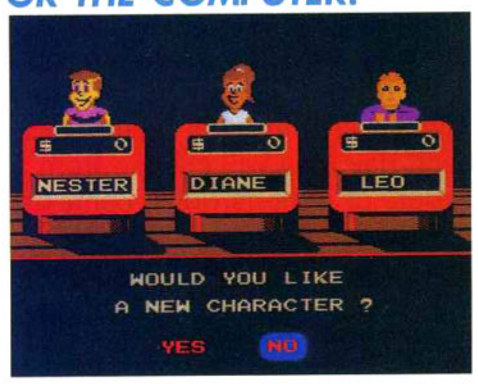


JEOPARDY JR.

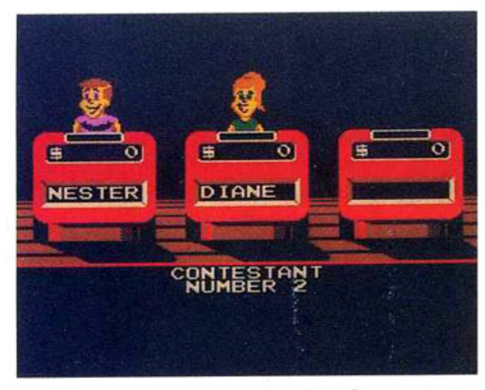
You are already given the answers! What could be easier? Ah, but there's a catch. You have to provide the questions and therein lies a game that has challenged the minds of millions. It's Jeopardy, Jr., and its just like the world famous television game that has entertained and educated generations. This version is aimed at the pre-adult level, but Power Players of all ages will enjoy testing their mental mettle against the popular playing board. You'll be surprised to find out how much you already know—and at the new things you will learn—by playing games!



PLAY AGAINST A FRIEND OR THE COMPUTER!



Select a character to represent you and enter your name. Play against one or two friends or the computer.



Computer generated characters have personalities, strengths and weaknesses just like real players.

ENTER THE COMPETITION



This guy's pretty average. When he answers, he's right about half the time.

This gal is expressive and rings in on easy questions, though she's usually wrong.



This gal doesn't ring very often even though she's usually right on target.

QUESTIONS

We've got the answers! It's up to you to supply the questions. Test yourself with the samples below. Solutions are at the bottom.

A THIS IS AN AIRPORT "ROAD" FOR PLANES TAKING OFF AND LANDING

B LEATHER LEG COVERINGS WORN BY COWBOYS

C THIS ANIMAL LAID THE GOLDEN EGG

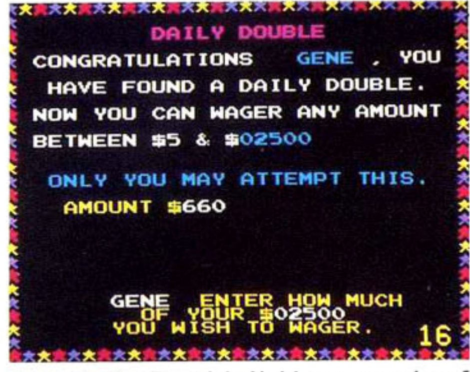
D THIS IS THE ONLY NFL TEAM NAMED AFTER A WATER MAMMAL

E JEFF BRIDGES IS A COMPUTER GENIUS WHO IS "ZAPPED" INTO ANOTHER DIMENSION IN THIS MOVIE

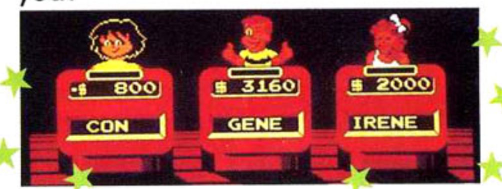
WHICH IS YOUR FAVORITE CATEGORY?



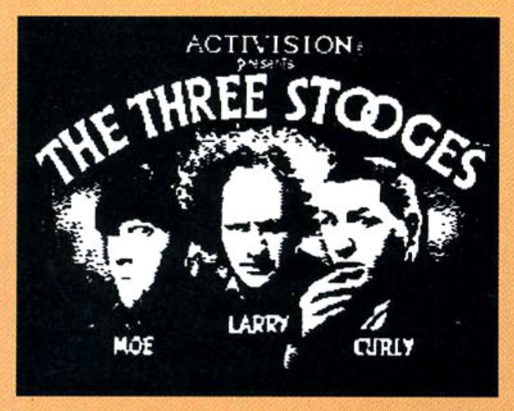
A good strategy is to choose your favorite categories first to build up your money. Then, if you get the Daily Double, you can wager more and really raise up your score.



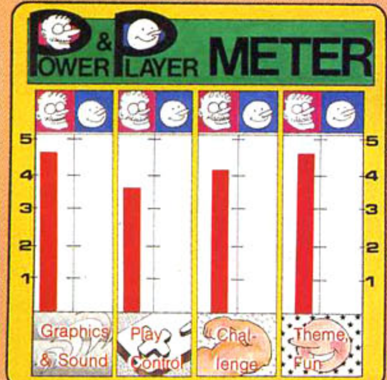
The Daily Double!! How much of your earnings are you willing to wager? Is this a good category for you?



ANSWERS A. What is a runway? B. What are chaps? C. What is a goose? D. What are Dolphins? E. What is TRON?



THE THREE STOOGES™



They are three of the most recognizable faces in the world. Take two brothers named Moe and Curly Howard. Add one former violinist named Larry Fine and you have a zany mixture that has become an American institution: The Three Stooges. For years they've delighted millions with their outrageous antics. Now these lovable cut-ups are bringing their brand of lunacy to your NES. This time they have to save a children's home by earning money in routines based on their movie adventures.

THERE ARE LOTS OF CHOICES FOR OUR TRIO OF HEROES!!



Mean old I. Fleecem, the town banker, will foreclose on Ma's Orphanage in 30 days unless the Stooges earn the money to stop him. If they earn enough, they might even marry Ma's daughters! Each day they will choose from a variety of options (jobs, contests, taking chances) in their quest for the dough. However, some options are not desirable and will cost them time or money.

YOU SELECT HOW THE BOYS SPEND THEIR DAY

At the beginning of each day, Moe, Larry, and Curly will look over a map of Stoogeville for money making options. Stoogeville is laid out like the squares of a board game. The next six places on the map will appear overhead each time they must make a decision. To select the option you want, press A to stop Moe's hand as it moves about the map.



Keep your eye on the option you want. Wait for the hand to land on it and quickly press A.



THEY'RE IN ALL SORTS OF SITUATIONS

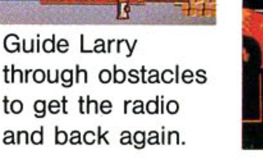
A variety of predicaments await the Three Stooges such as throwing pies, eating crackers, answering trivia questions, and lots of general buffoonery.

Example 1





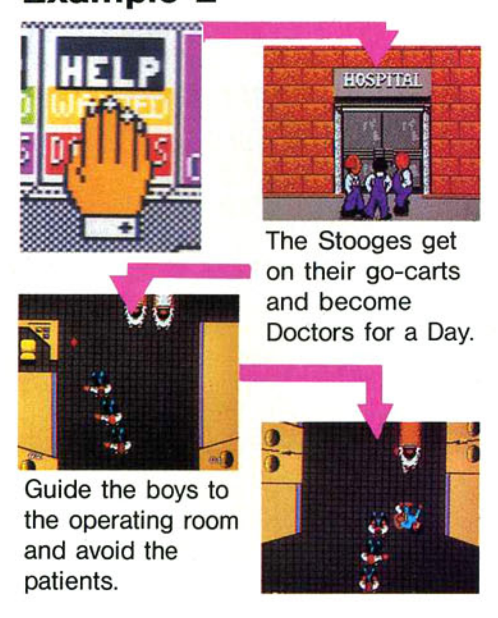
Just before the boxing match, Larry loses Curly's "Power Music."



Guide Larry through obstacles to get the radio and back again.



Example 2



The Stooges get on their go-carts and become Doctors for a Day.

Guide the boys to the operating room and avoid the patients.

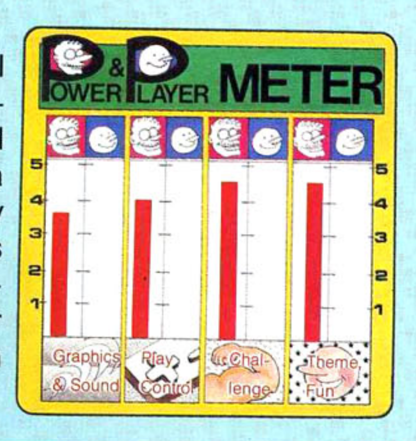
A cavalcade of comical chaos awaits you! The terrific sound track even contains the Stooges voices!

Can you save Ma's Orphanage? "Soitenly. Nyuk, nyuk."



STEALTH EAGLE™

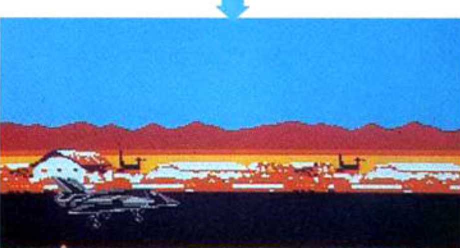
It's name is the Stealth Advanced Tactical Fighter. It's America's most advanced military aircraft and her most closely guarded secret. You are at the controls, staging a one-man aerial assault against enemy forces around the globe. Your Stealth ATF is equipped with powerful cannons and homing missiles, lethal to enemy aircraft. The special "Stealth" mode conceals your craft from enemy radar. A glance at the control panel provides all the information you need about your ship or the enemy's location.



FULL THRUST! BUILD UP SPEED!

Taking off in the Stealth ATF is relatively simple, but be careful. We've actually seen would-be aces crash on the runway trying to takeoff. Press the A Button to build your ground speed. The plane will advance down the runway, picking up speed. When it lifts slightly, press DOWN to pull back on the control stick and you're off!





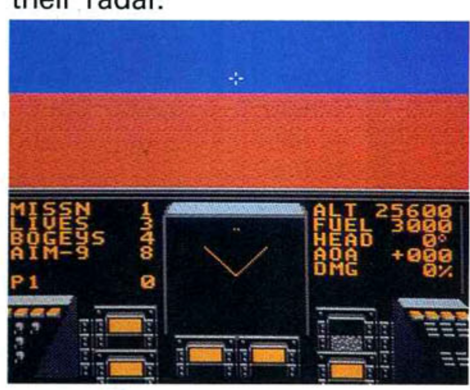
Build up ground speed before adjusting the control stick.

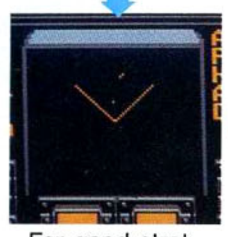


Once the Stealth is clear of the runway, pull back on the stick (press DOWN).

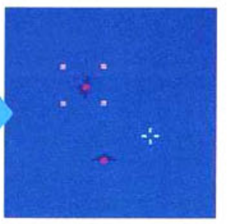
BOGEYS ALL AROUND!! WATCH YOUR SIX!!

You must shoot down all of the opposing forces in each mission to advance to the next mission. Monitor your radar to determine the enemies' positions. If you pass one head on, simply execute a loop and a rollover, and you'll be chasing him. If an enemy should lock on to you, press START to kick into "Stealth" mode and avoid their radar.

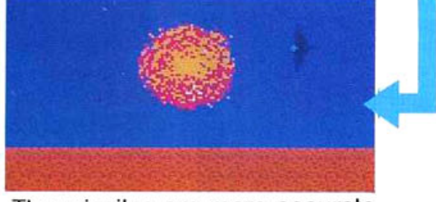




For good strategy, keep track of the bogeys with your radar.



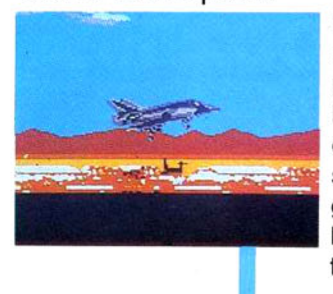
If the computer locks onto an enemy, press B to fire a missile!



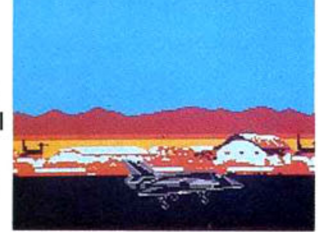
The missiles are more accurate than the cannons and great for long range.

AFTER YOUR VICTORY, YOU STILL HAVE TO LAND

Once you've completed your mission, you must come back to the base to refuel. Landing may take a bit of practice to learn, but the secret is airspeed.



Keep your nose up and press the B Button to decrease speed gradually. Don't drop too fast!

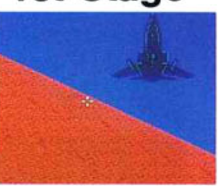


Try to land near the center of the runway. Level the nose as you near the ground.

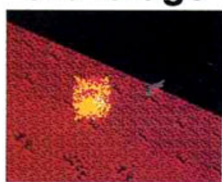
THE UNFRIENDLY SKIES!

Below are four missions in which you will engage the enemy. Better pack your parachute, Ace. Good luck.

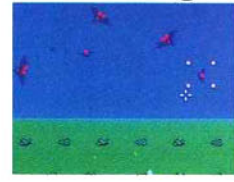
1st Stage



3rd Stage



2nd Stage

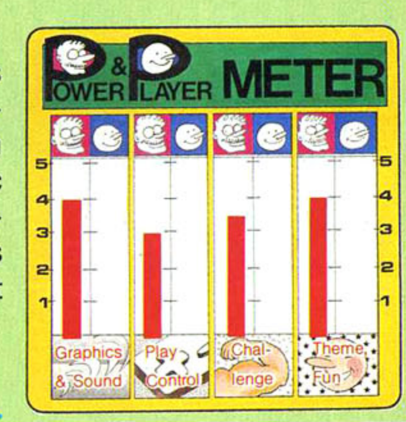


4th Stage



GODZILLA™

He's mean. He's green. And he's bad. His name is Godzilla and he's the star of television, the silver screen, and downtown Tokyo. Now he and Mothra, the gigantic moth, are on our side, fending off an interplanetary attack. It's action! It's strategy! It's a battle of ferocious titans with a galaxy at stake!

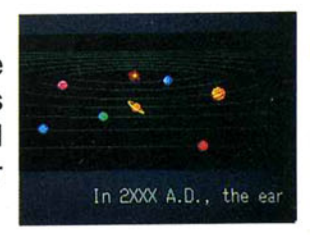


THE WAR OF MONSTERS SPREADS ACROSS EIGHT PLANETS INCLUDING PLANET X!



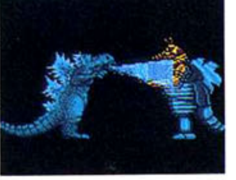


Our solar system is being invaded by a terrible galactic force which is using villainous monsters as its main weaponry. Only the powers of Godzilla and Mothra can stop the onslaught of these interstellar marauders. What a "tail!"



GODZILLA

Godzilla is a powerful giant reptile and stands many stories high. One punch from his enormous fist or a kick with his massive leg clears whatever lies in his immediate path. Godzilla can also swing his juggernaut tail or breathe clouds of poisonous atomic fire in front of him.



Press START to send Godzilla's powerful breath.



Swing Godzilla's tail to destroy enemies out of reach.

MOTHRA

Mothra's massive wings move the monster faster than Godzilla, but Mothra is less powerful. Mothra is able to shoot fireballs from his eyes and can release a special poisoned powder capable of much destruction.



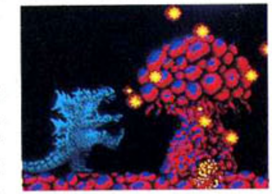
Spread Mothra's special powder to cover enemies.



Mothra's fireballs are great for faster, smaller foes.

AN ARMY OF MONSTER MENACES!

The sinister invaders have enlisted the aid of a number of famous, villainous monsters to act as their army. If an enemy monster enters nearby territory, or if you choose to fight an enemy whose territory you have entered, the screen will go to the hyper-fight mode where it's a one-on-one battle. Each monster has a weak point. Hit it and it will change color. Find its weak spot and you'll gain the advantage. Defeat the monster and you will raise your character's energy level.



MATANGO: An enormous mutant mushroom.



A hideous gigantic squid. Watch his flailing tentacle.



Not just another pretty face, but a toxic smog monster.



A quick moving pain-inflicting jellyfish that travels in groups.

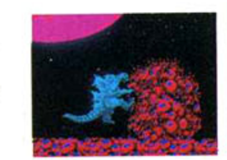
IT'S A LONG WAY TO PLANET X

● EARTH

Earth is the first battleground. Get used to the hero monsters' game play action and experiment with strategy here.

● MARS

Mars is the volcanic planet. The lava that occasionally shoots up is sure to make our monster duo hot under the collar.



● JUPITER

In this game, Jupiter is a bizarre jungle world where strange creatures live. Will Godzilla or Mothra fare better here?

● SATURN

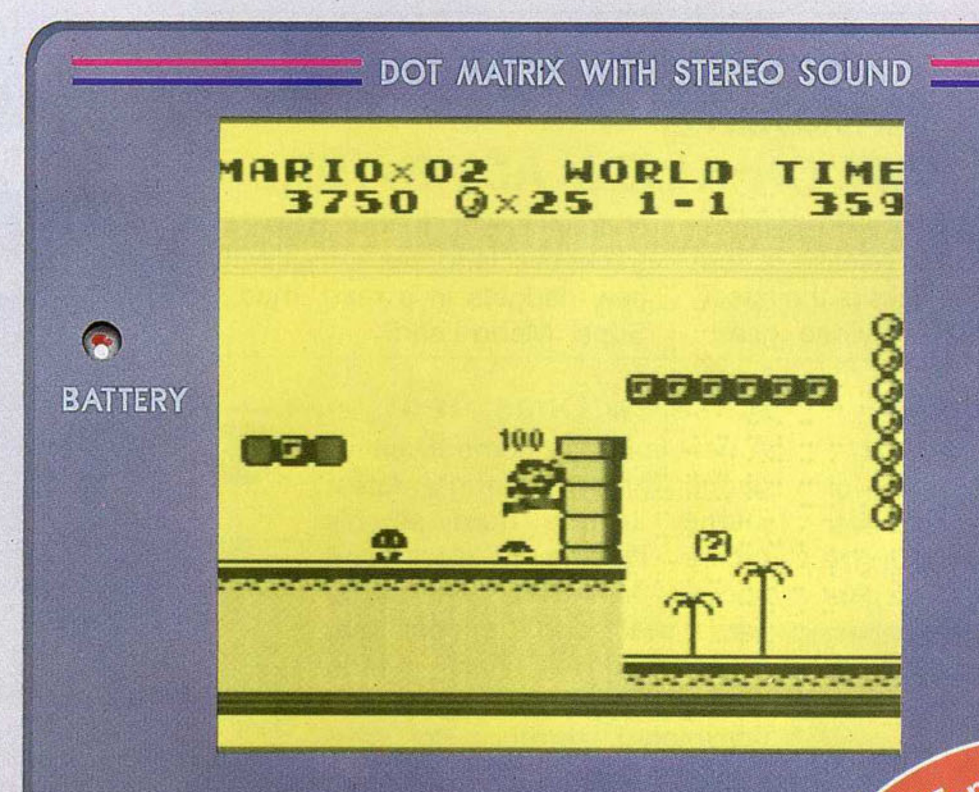
The landscape on Saturn is filled with the ruins of a futuristic looking ghost town. Is it really deserted?



THERE ARE THREE MORE WORLDS BEFORE YOU REACH . . . PLANET X!

To detach Tip Book and Poster, bend back silver staples and lift out. Fold silver staples back down, do not remove any staples

To detach Tip Book and Poster, bend back silver staples and lift out. Fold silver staples back down do not remove any staples.



Nintendo GAME BOY™

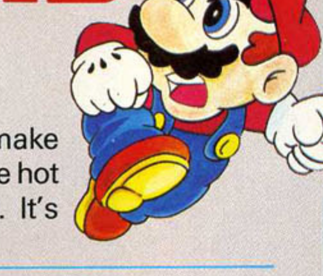
Golf, Tennis, Super Mario Land, Revenge of the Gator, Castlevania the Adventure, Motocross Maniacs, Baseball, Alleyway, and more . . .

GAME BOY™



PHONES

SUPER MARIO LAND



A GAME BOY EXCLUSIVE – MARIO SETS OUT ON A NEW ADVENTURE

A big, big selection of Game Boy games have been announced for release in the near future. Leading the Paks is the latest adventure of the greatest video game character ever, Mario! Help Mario make tracks over land, sea and air with some hot new gadgets in a mad, mad world. It's Super Mario Land.

He's Up To Some Of The Same Old Tricks!

It's an exciting new adventure for Mario, but some things never change. He's still in search of size increasing Mushrooms and Fire Flowers, running and jumping through a maze of giant pipes and blocks.

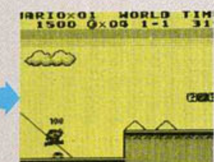
And New Ones, Too!

A new land and some inventive gadgets make Mario's latest journey unique from all his others. Piloting a sleek and speedy Mini-Sub with turbo Torpedoes and a one-seat propeller driven Plane, Mario motors through 12 stages of unexplored territory to save Princess Daisy.





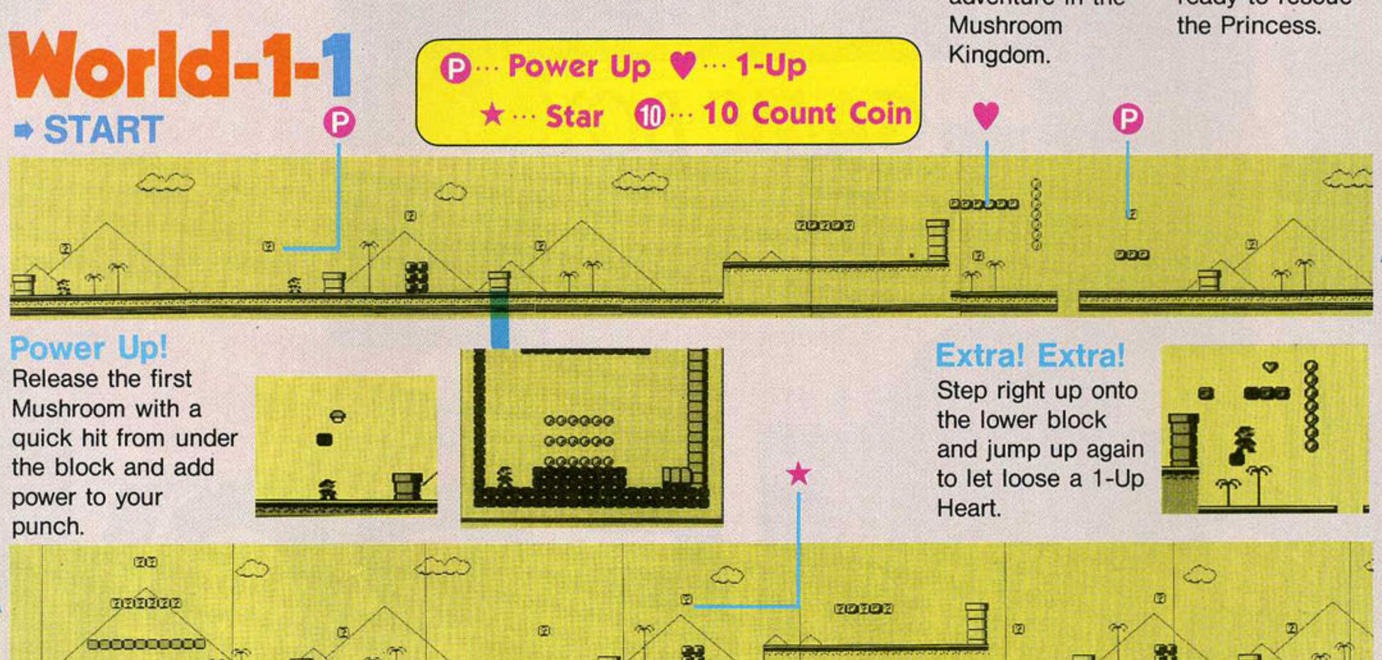
Mario really made it big in his first adventure in the Mushroom Kingdom.



Now he's back and, once again, ready to rescue the Princess.

World-1-1

P … Power Up ♥ … 1-Up
★ … Star ⑩ … 10 Count Coin



Power Up!

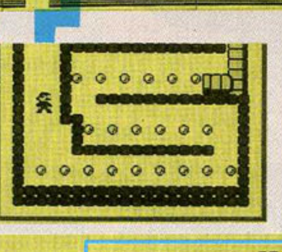
Release the first Mushroom with a quick hit from under the block and add power to your punch.

Extra! Extra!

Step right up onto the lower block and jump up again to let loose a 1-Up Heart.

Superball Power!

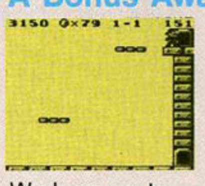
You can add to your worth quickly in this Coin Room by unleashing a Superball to collect the treasure.



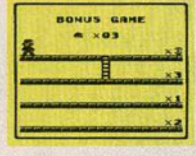
The First Goal!

You've made it to the end of the first stage! Get ready for the challenges ahead and collect a Bonus by reaching the top door.

A Bonus Awaits!

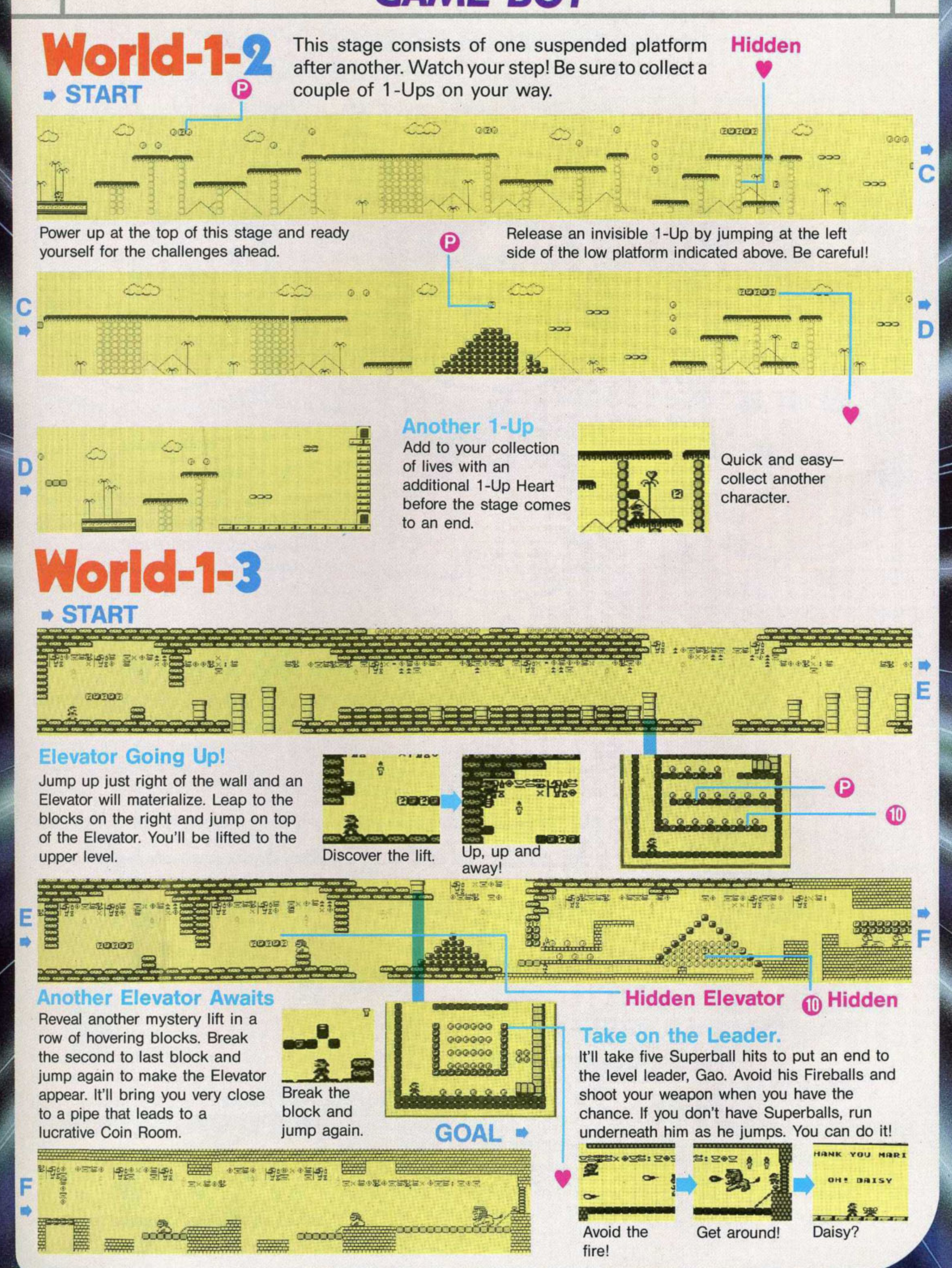


Work on up to the top.



Earn extra lives!

Another way to get to World 1-2



World-1-2

➡ START

This stage consists of one suspended platform after another. Watch your step! Be sure to collect a couple of 1-Ups on your way.

Hidden

Power up at the top of this stage and ready yourself for the challenges ahead.

Release an invisible 1-Up by jumping at the left side of the low platform indicated above. Be careful!

Another 1-Up

Add to your collection of lives with an additional 1-Up Heart before the stage comes to an end.

Quick and easy—collect another character.

World-1-3

➡ START

Elevator Going Up!

Jump up just right of the wall and an Elevator will materialize. Leap to the blocks on the right and jump on top of the Elevator. You'll be lifted to the upper level.

Discover the lift.

Up, up and away!

Hidden Elevator

Hidden

Another Elevator Awaits

Reveal another mystery lift in a row of hovering blocks. Break the second to last block and jump again to make the Elevator appear. It'll bring you very close to a pipe that leads to a lucrative Coin Room.

Break the block and jump again.

GOAL ➡

Take on the Leader.

It'll take five Superball hits to put an end to the level leader, Gao. Avoid his Fireballs and shoot your weapon when you have the chance. If you don't have Superballs, run underneath him as he jumps. You can do it!

Avoid the fire!

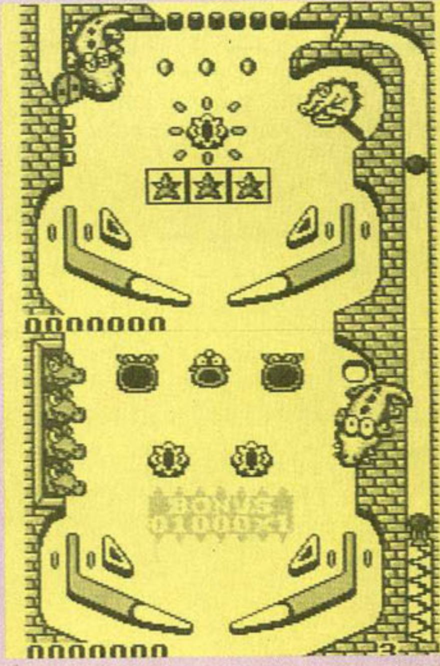
Get around!

Daisy?

Revenge of the Gator

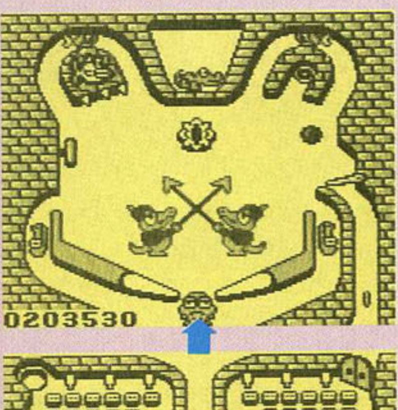
PORTABLE PINBALL — FAST AND FUN ACTION FROM HAL AMERICA

The Basic Board

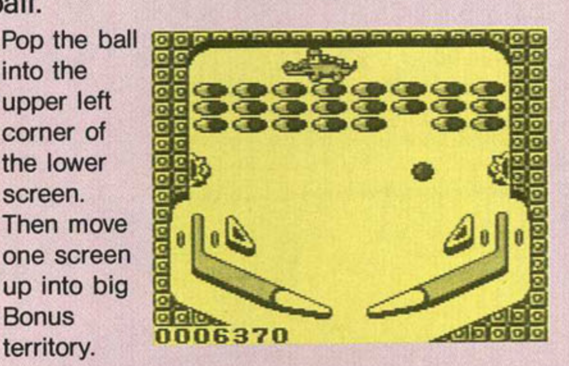


The action begins here with dual flippers and a lot of point making possibilities.

Bells and buzzers sound off in stereo while the silver ball weaves in and out of the range of metal munching alligators in this fantastic version of video pinball. Whether or not the 'gators get revenge is up to you and your flipper flipping fingers.



Pop the ball into the upper left corner of the lower screen. Then move one screen up into big Bonus territory.



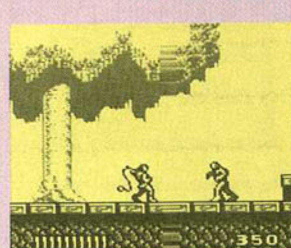
Bonus Screens Add To The Fun!

With the right flipper finesse, you'll be able to steer the ball into the many Bonus Screens and earn a stupendous score. Don't let the ball slip by. That 'gator is gettin' mighty hungry.

Castlevania— The Adventure

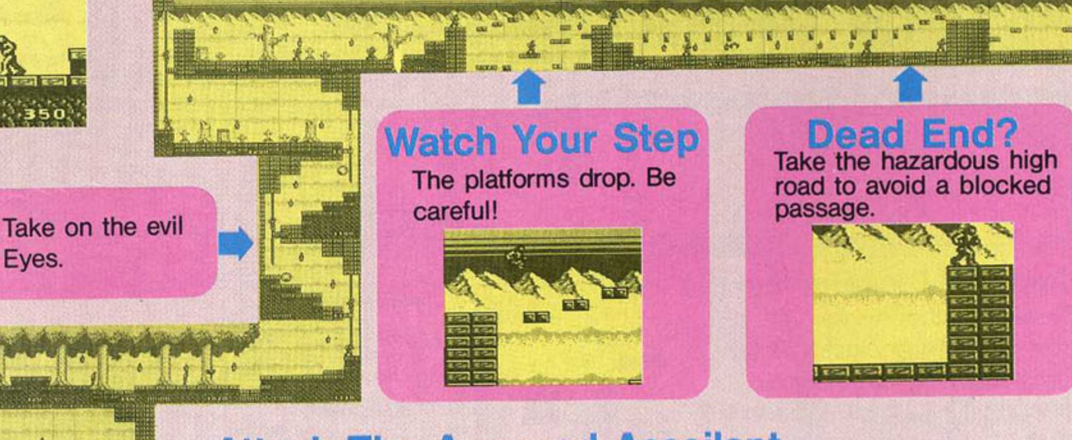
ANOTHER QUEST FROM KONAMI

The misty forest and surrounding castle grounds are overrun with menacing monsters. It's up to Simon to venture through the land with whip in hand and rid the world of enemies. It's a new version of an NES classic with 4 exciting stages.



Your weapon will gain strength if you whip enough Candles.

Take on the evil Eyes.



Watch Your Step
The platforms drop. Be careful!

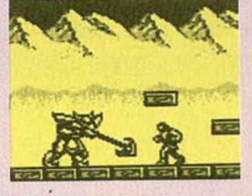
Dead End?
Take the hazardous high road to avoid a blocked passage.

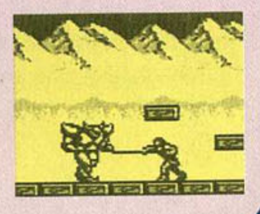
START

You'll get a good chance to power up at the beginning.

Attack The Armored Assailant

This enemy looks tough but you'll be able to do away with him. Get out of the way when he swings his anchor-like weapon and then make your move.



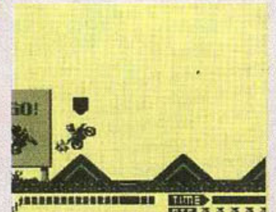


Motocross Maniacs

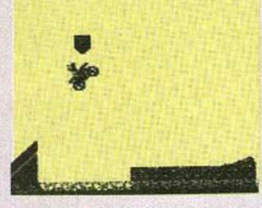


Get ready to roll! Ramps, Jumps and Loop-to-Loops make for an action-packed two-wheeled spectacle from Ultra Software. Select the track and race against the clock, the computer or a Video Link challenger. The course is tough! It'll take a lot of practice to come out ahead.

Airborne Acrobatics

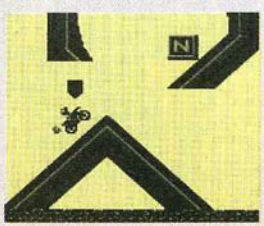


This is no speed bump. Try to land with both wheels.



Hit the throttle and jump! Catch some air over rough ground.

Use Nitro for An Extra Boost

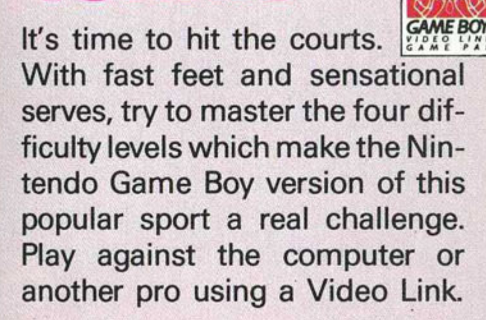


A Nitro blast will send your cycle skyward.



Get back to Earth and move on to the goal line.

Tennis

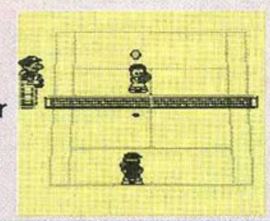


It's time to hit the courts. With fast feet and sensational serves, try to master the four difficulty levels which make the Nintendo Game Boy version of this popular sport a real challenge. Play against the computer or another pro using a Video Link.

Video Link!

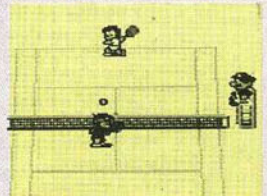


You see the action from your own point of view.

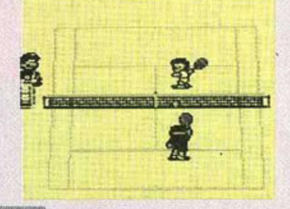


Your challenger watches from his or her side of the court.

Play Like A Pro!



Work close to the net.

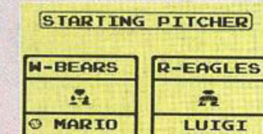


Smash!

Baseball

Take Game Boy out to the ball game. Here's a chance to test your pitching and hitting skills against the computer or a fellow Game Boy fan with the Video Link. Choose your pitcher and make line up changes during the course of the game to make sure that you've got the hottest players on the field. It's from Nintendo.

Play Ball!



Choose from a full bullpen.

Aim for the strike zone.

Hey Batter, Swing!



Select a pinch Hitter.



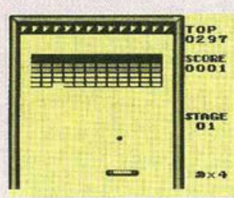
My Oh My!

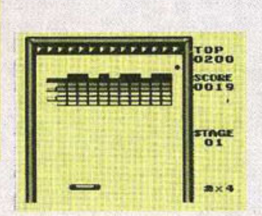
Alleyway

New from Nintendo—break away blocks and send your score sky high in a new variation of a familiar game. Maneuver your ship just right to bounce balls into block breaking position.

Break The Blocks!

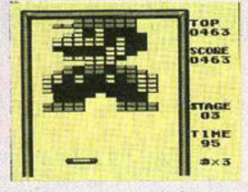
Start the game and shoot for a high score. The first formation is a basic rectangle. In more advanced stages, the targets move and the formations are much more elaborate.





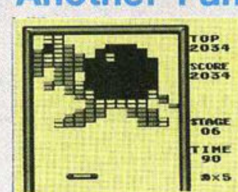
Try to get the ball on top.

Mario!



Clear the blocks before your time is up.

Another Familiar Face!



The ball goes right through this character.

Coming Up! New for Game Boy!

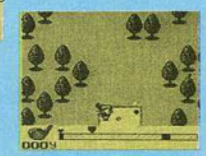
The library of Game Boy games will soon be growing by leaps and bounds. Here's a look at just a few of the titles that could be hits for Game Boy by early next year. The plans for some of these are still tentative. Expect some changes. We'll keep you updated.

Golf

It's a hole in one! The Game Boy game of the future is Golf from Nintendo. View the course from many perspectives, choose the correct club, watch for a change in wind direction and tee off! Tons of features make this one a winner.



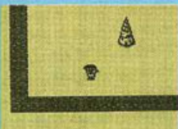
Survey the entire hole.



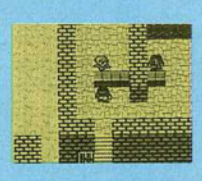
The Tee Shot sends it over the trees.

Saga

The first Role Playing Game for Game Boy, from Square, is sure to please fans of games like Dragon Warrior. Discover lost treasure, build experience and find weapons to go after evil forces.



A town in the distance holds many mysteries.



Rest at an Inn for energy.

Boxxle

Hal America has come up with a real puzzler. Move crates into their appropriate locations by pushing them around assorted obstacles.



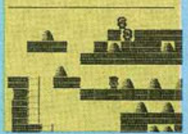
She doesn't seem impressed.



Place the crates on the spots.

Hyper Load Runner

Go for the gold in this amazing game from Bandai! Treasure is scattered about a maze and you must collect it and elude the enemies in pursuit. Dig holes to bury bad guys and gain access to the gold.



Collect the treasure.



Dig holes to thwart enemies.

Kwirk

Here's another new puzzle game. Reach the staircases in assorted rooms by figuring out how to pivot pieces and other obstacles. It's from Acclaim.

Bugs Bunny

Bugs is at it again in this game from Kemco-Seika. There'll be stairs, doorways, rewarding hearts and pursuing villains. It's still in the works but we think it will have some similarities to the NES game.

Phallanx

Lots of weapons and great enemies are in store in this spaceship mission from Nintendo. Steer your ship left and right as you shoot through the stars.

Grid Iron Gladiators

Go out for a long bomb! This first Game Boy football exercise will be out from Konami in 1990. Watch for lots of plays and two teams going at it to reach the goal line.

Shanghai

This puzzling tile game from Hal America is popular in Japan. The challenge is to match pieces in a pile and arrange them in pairs.

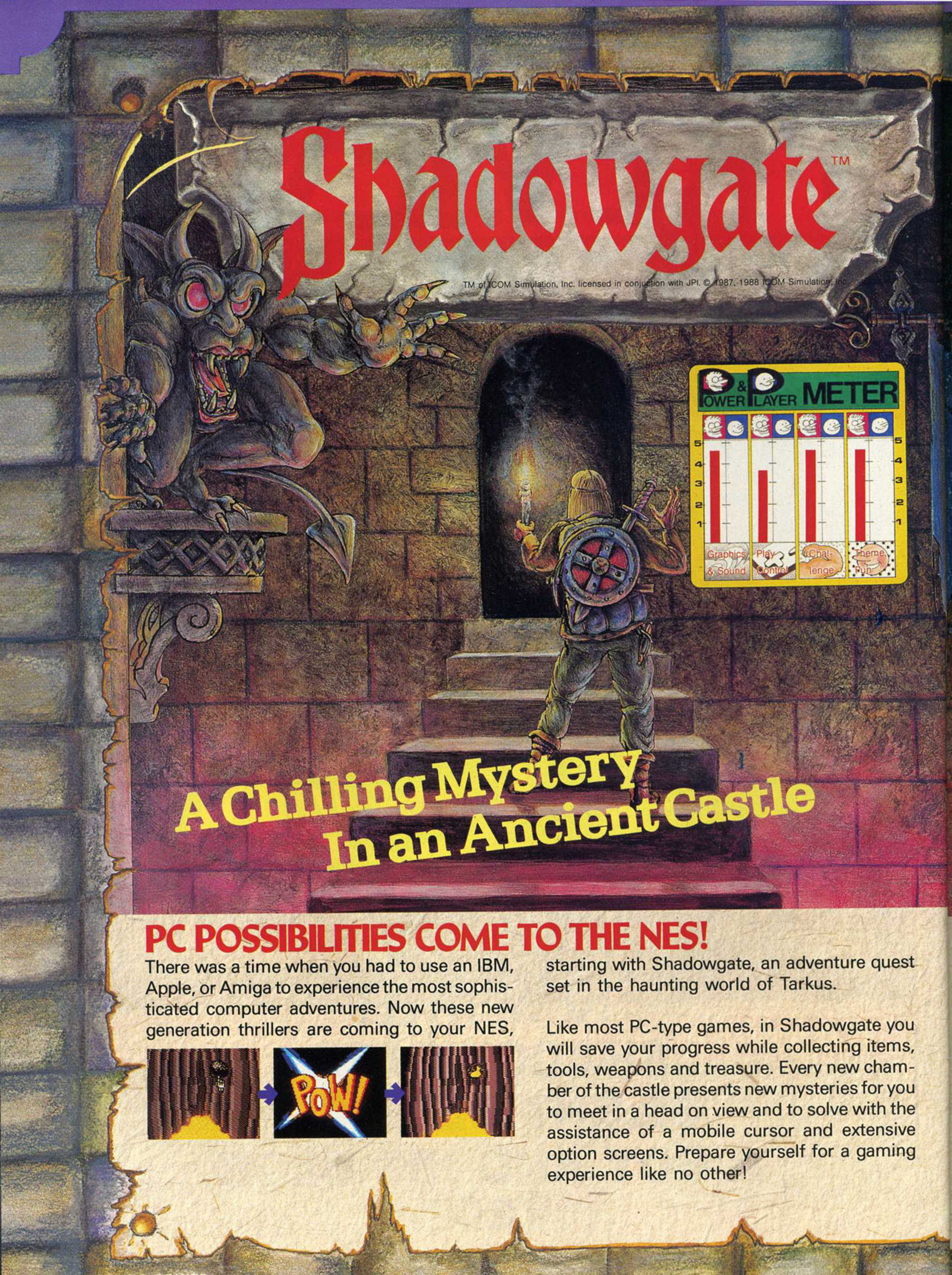
RING IN THE NEW YEAR WITH FOUR NEW HITS FOR THE 90's!

PREVIEWS



NEW TITLES

SHADOWGATE
SILENT SERVICE
A BOY AND HIS BLOB
720°



PC POSSIBILITIES COME TO THE NES!

There was a time when you had to use an IBM, Apple, or Amiga to experience the most sophisticated computer adventures. Now these new generation thrillers are coming to your NES, starting with Shadowgate, an adventure quest set in the haunting world of Tarkus.

Like most PC-type games, in Shadowgate you will save your progress while collecting items, tools, weapons and treasure. Every new chamber of the castle presents new mysteries for you to meet in a head on view and to solve with the assistance of a mobile cursor and extensive option screens. Prepare yourself for a gaming experience like no other!



Welcome to the Castle Shadowgate, most powerful of the castles of Tarkus. Within the stone walls you will find countless mysteries, vast treasures, and danger hanging as thick as the cobwebs.

Can Anyone Stop The Warlock Lord?

With the awesome power of his dark magic and the aid of evil servants, the Warlock Lord threatens to rock the foundations of the world. Only you, the last survivor of the line of Kings, can hope to challenge him.

The Castle Is Alive With Monsters Who Protect Its Dark Secrets

Many of the rooms within the castle are home to sinister creatures. Some you must defeat while others merely keep watch over treasure. In most cases you will need to obtain an item in the chamber, and that is the trick, because no two rooms are the same.

Brains Triumph!

Success in Shadowgate belongs to the player who uses his head. If you try every command, use every item, look at every object and open every door you will eventually solve even the most baffling puzzle. You not only play the hero, but also the detective in search of clues.



MEET THE WARLOCK'S HAUNTING HENCHMEN!

Mythical Monsters

They are as terrible as they are familiar, these creatures of nightmare. It will require all your wits to defeat them and to uncover the secrets they protect for their evil master. But you have no choice. You must go on!

Some creatures are a real scream.

Freedom to Roam

Unlike most games, Shadowgate is yours to explore. Go where you want (if you can and if you dare) and do what you want. There is no one correct path to take, although many tasks must be performed along the way.

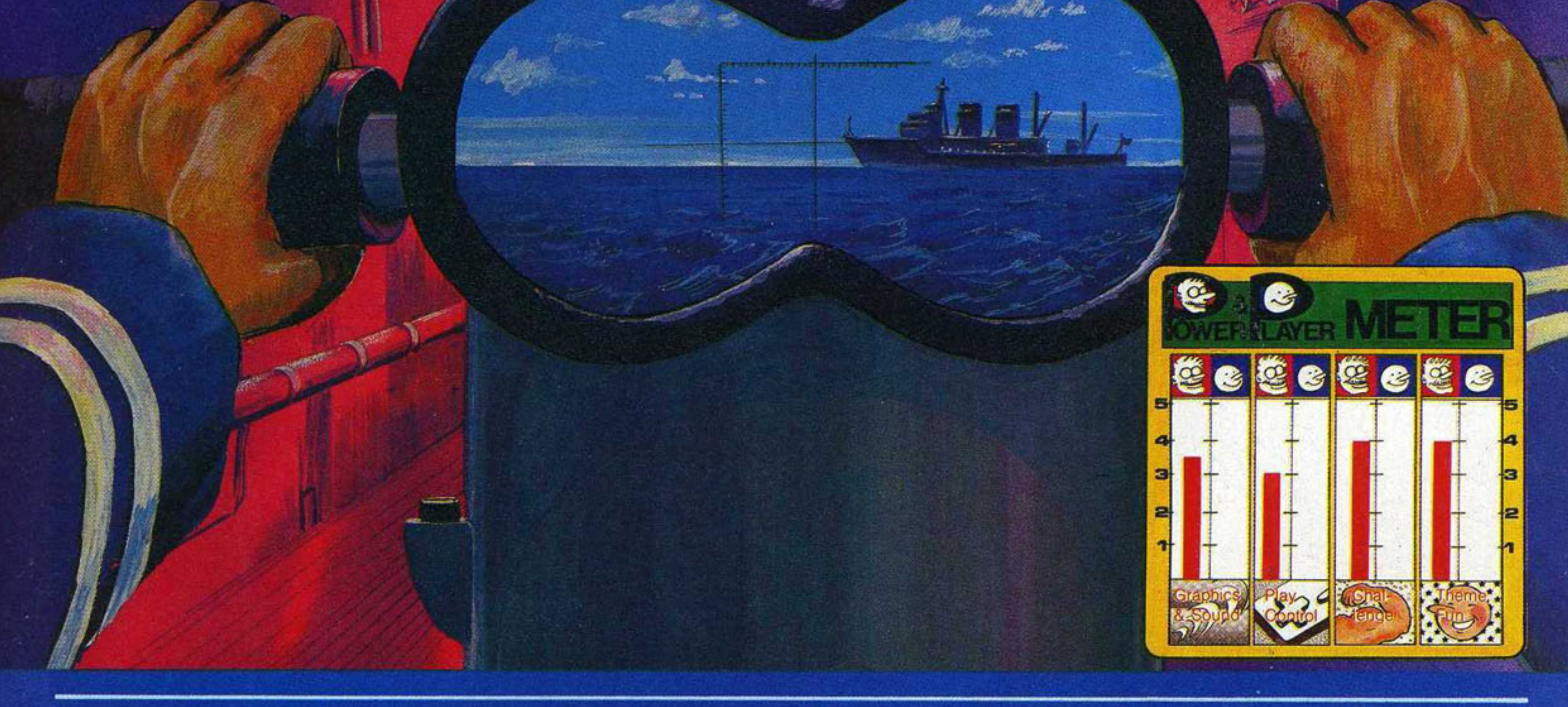
Deadly dangers delay your quest.

This has just been a taste of what you will find in Shadowgate. In a future issue of Nintendo Power we will begin exploring the castle itself, bringing light where none has shone in ages and revealing secrets that may determine the future of Tarkus.



SILENT SERVICE

THE SUBMARINE SIMULATION



Peering through the periscope, the Captain spied his target. The lone freighter would be an easy mark, that is, if it's truly alone. Swiveling the periscope all appeared clear. The time to fire would be soon, but only you know exactly when . . .



Ultra's Silent Service is a true to life simulation of submarine warfare in the Pacific theater of World War II. As the Captain of one of 11 actual submarines, you will need to employ all of your skill in submarine tactics to avoid enemy destroyers and complete your mission. Numerous options and difficulty levels will provide challenge after challenge as you strive to become king of the sea.













DESTROYER TO PORT! DIVE! DIVE!



THE CAPTAIN KNOWS HIS SHIP AS WELL AS HIS MEN!

UP SCOPE!



The versatile periscope serves as not only the ship's eyes, but it also aims the deck gun. It comes equipped with a range finder and a target identifier so you will be able to identify a target at a long distance. When making night maneuvers the periscope becomes a pair of binoculars.



Fire tubes 1 and 2...



Direct hit!

DAMAGE REPORT

After a close scrape with a destroyer you may want to go below and check for any damage that may have occurred. The game gives you a choice of being able to repair at sea, or only in a port. Since the simulation is time oriented, the repairs may not be completed as quickly as you need them in the middle of a fight. If you can only repair in port, the news from damage control may be devastating!



Bad news! It may be time to flee, and return to fight another day.

STUDYING MAPS

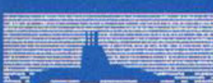
A Captain's charts are his most valuable tools. With them he can predict the enemy's movement. The map scale changes from an overall theater map, to ones ranging in scale from 16,000 yard increments to a mere 250. While submerged they are the only way to navigate the sub.





You know they're hiding somewhere in this deep blue vastness.

FOUR DIFFERENT VIEWS TO CHOOSE FROM!
Escaping from an enemy destroyer screen is a dangerous game of luck and guile that will test the mettle of any Captain. Engines to 1/3, bring her to 145 degrees, run silent, run deep.



A QUICK THINKING CAPTAIN WILL SAVE THE SHIP!

THREE PLAY MODES

TORPEDO/GUN PRACTICE



Battle reflexes of a good crew and Captain must be honed. Some practice with the deck gun and torpedoes will improve your reaction time.

CONVOY ACTION



In the Convoy Action you will simulate a single encounter with an enemy fleet. You must either defeat the fleet, or give up.

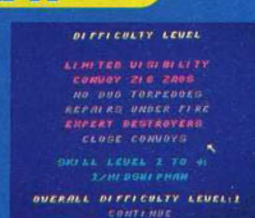
WAR PATROLS



The War Patrol is an ongoing mission, usually covering about 50 days. Pick and choose your target fleets. Look for a unescorted tanker.

LEVELS OF PLAY

You can choose the difficulty level of play. They range from Midshipman to Captain, the most difficult level. Each increases the ability and number of enemy destroyers. You can also choose your visibility, convoy movement, whether or not you have dud torpedoes, and your repair ability.



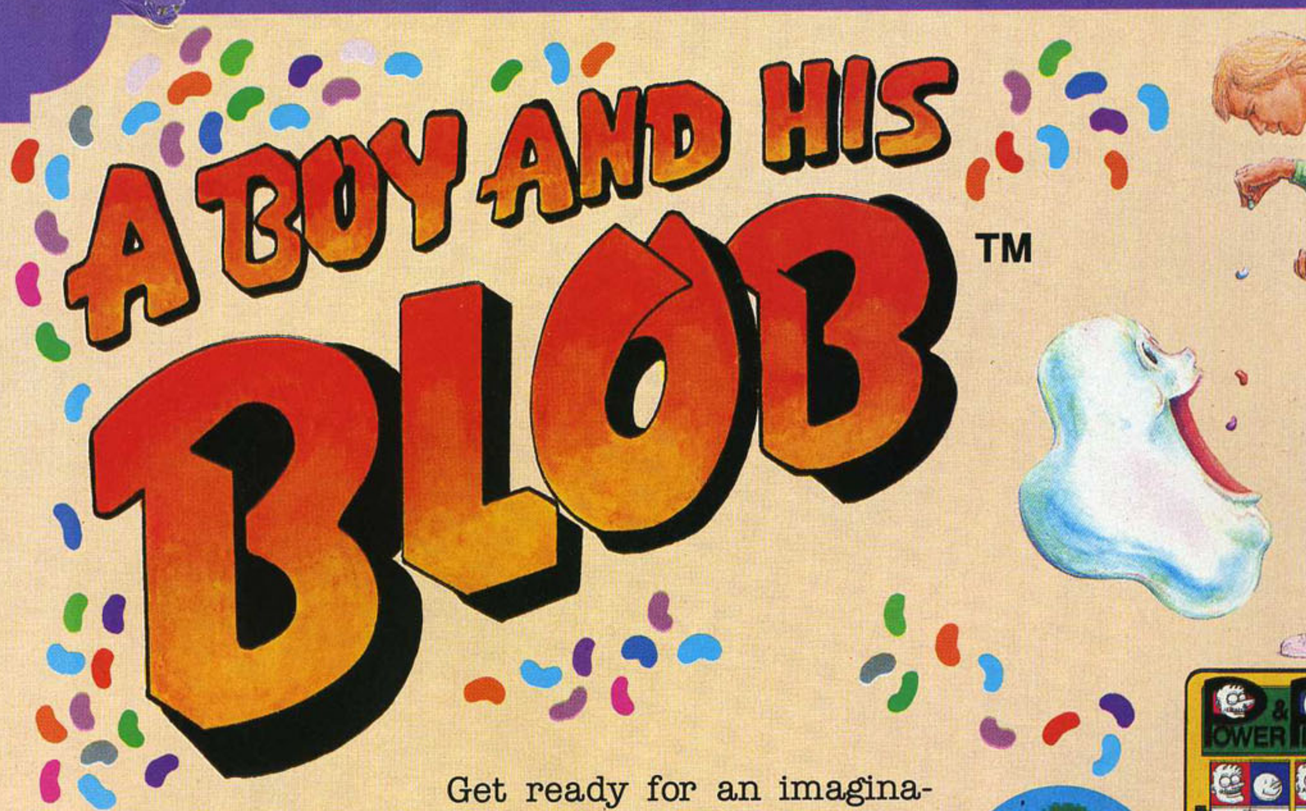
Such varied choices make this game custom made.

CONTROLS

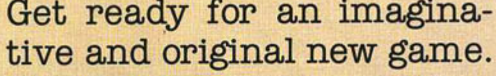
With these controls you actually move and fire the submarine. Controls for speed, direction, deck gun and torpedoes, map scale, and time scale equip you to be commander at sea.

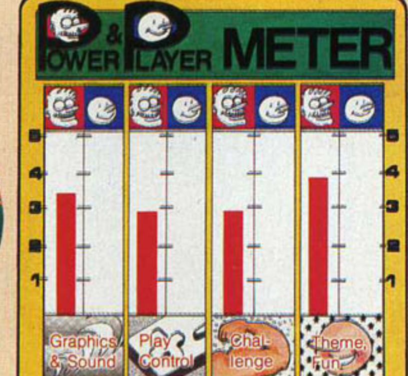


Welcome aboard Captain. This vessel is in your hands now. Good luck and good hunting!

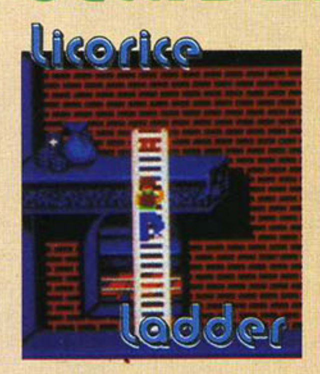


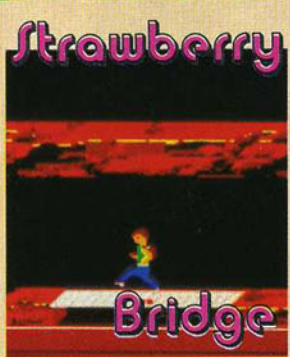
Get ready for an imaginative and original new game. It's an interesting problem-solving quest with a creative twist. Check out this overview of the first offering from Absolute Entertainment.

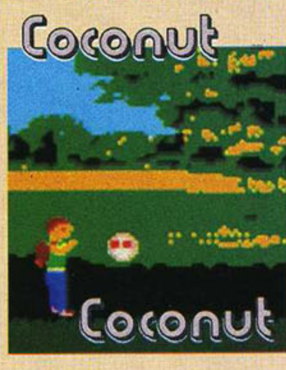


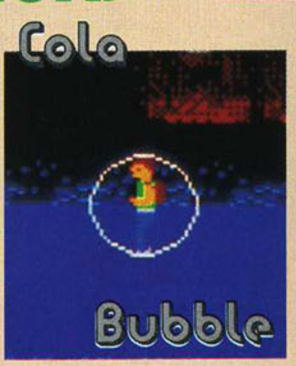


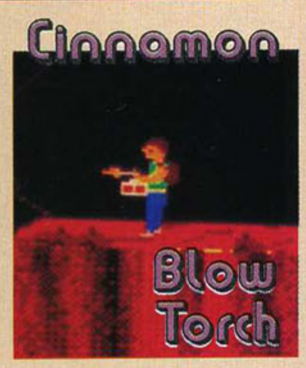
JELLYBEAN TRANSFORMATIONS

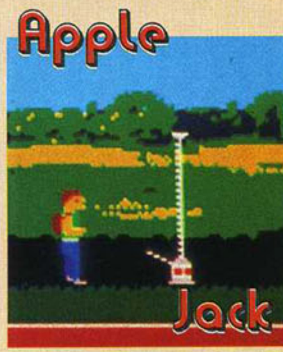


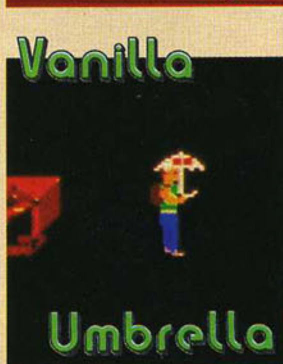




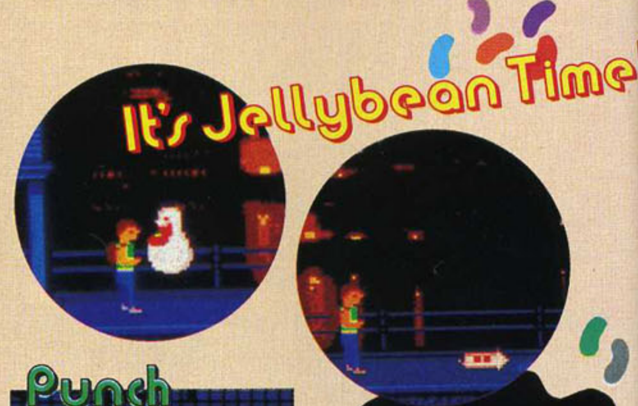


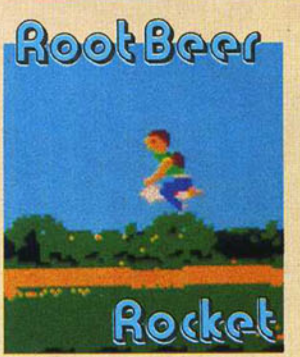


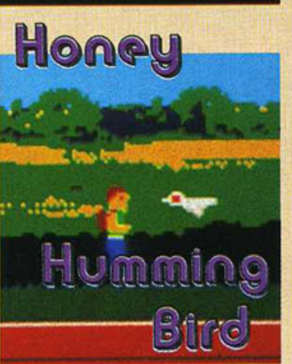


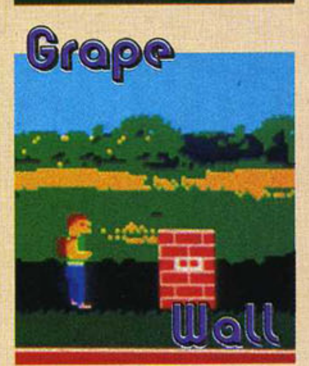


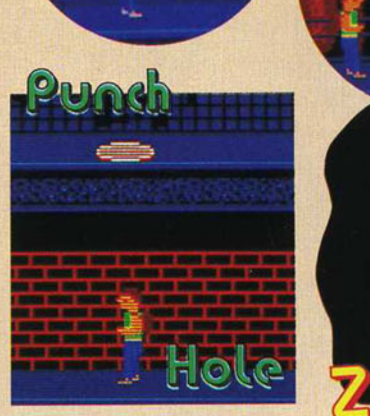












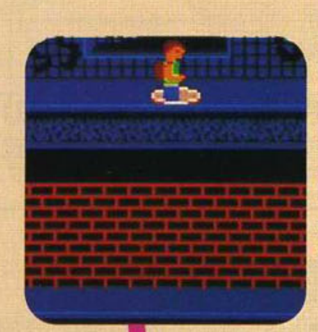
ZOOMIN'!!



AN EVIL KING MEANS TROUBLE ON BLOBOLONIA AND A BLOB HAS COME TO EARTH FOR A CHAMPION!

A Boy and His Blob has won instant popularity with our Game Counselors because of its unique game play concept. When the boy feeds the Blob jellybeans, it magically transforms into a completely different object. The object is determined by the type of jellybean the Blob eats. The idea is simple, the characters are fun, and the pace is leisurely. But don't be fooled. You are entering a world that will challenge the problem solving skills of every Power Player in the family.

The Blob's world is many light years away. However, if it eats a root beer jellybean, it can transform into a rocket which will take the boy to the hazard-ridden world of Blobolonia at hyperwarp speeds. Once there, earn extra lives finding peppermints.



A punch flavored jellybean transforms Blob into a hole. Place it correctly and, fall through.



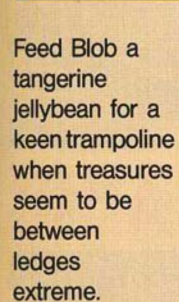
After your trek through the underground, take your treasures to the health store for vitamins.

THE ADVENTURE BEGINS HERE...



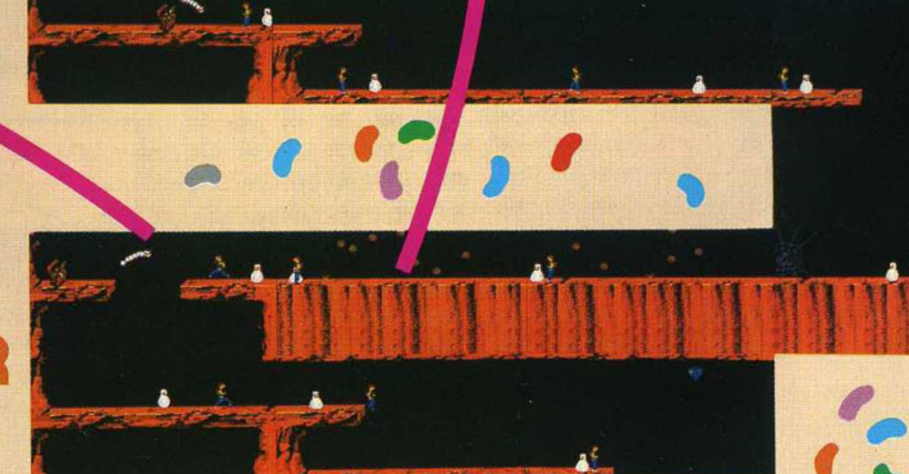


Avoid falling objects with a "Blob umbrella" transformed by a bean of vanilla.





Feed Blob a tangerine jellybean for a keen trampoline when treasures seem to be between ledges extreme.



POINTS TO PONDER

Some Blob objects may be used in more than one way. For instance, the umbrella can protect you from falling objects or be used as a parachute.

Teamwork is the door to success for A Boy And His Blob and creativity is the key. With an unassuming bag of jellybeans, an adventure awaits.



A death-defying, decadent, downhill dude.

Log some serious hang time at the Jump.

Run over the map symbol and you'll be able to scope the event locations.

When you finish an event, you get a sticker to put on your board.



Show off your killer moves.

Shred asphalt in the streets or try out the four mass cool events to scoop up on some cash for a new board and other equipment. Rad graphics and righteous play control will make this a must for tail-sliding, curb-jumping skaters.

CHECK OUT THE SHOPS

You can buy way-cool boards, pads, helmets, and shoes if you find the right shops.

TURN ON THE SPEED!

When you run out of time, a gnarly swarm of bees appears and chases you to the next event.

YOU GET LOST.

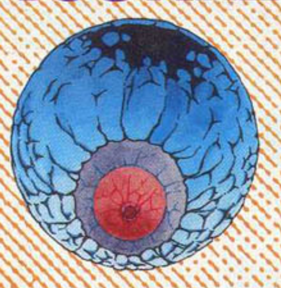
Try out the competition at Class 2.

"Hey bud, how many classes can you master? Oh yeah? Well it's time to put your board where your mouth is."

The Slalom run is totally wick'.

THE GUARDIAN LEGEND

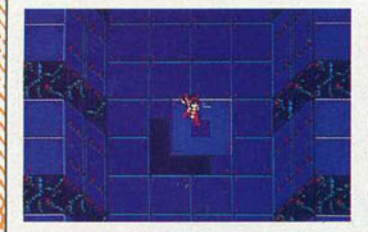
YOU ARE THE GUARDIAN—THIS IS YOUR LEGEND



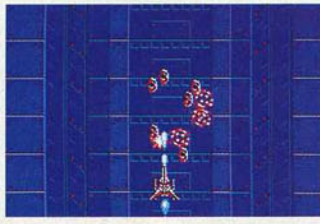
An alien space station the size of a planet and full of evil life forms is hurtling towards Earth. The hostile invader is Naju, a scientific base originally launched for peaceful purposes. In its long interstellar voyage, it was overrun by evil invaders and all but a few of the good beings inside were destroyed. As Guardian of Earth, you must invade Naju and activate the self-destruct mechanisms built into the planet. It will take all your fighting skills to succeed!

CORRIDOR ZERO ATTACK APPROACH... TARGET: NAJU

To enter Naju, you need to fly in at great speed through an obstacle course of planetoids surrounding the planet. The high speed of your approach will make quick reflexes and accurate shooting essential for success. You must avoid or destroy all obstacles. The difficulty of your approach will be increased by the fact that there are only a few power-ups and these are difficult to collect at high speed.



Transform from humanoid to a sleek fighter.



The screen scrolls quickly due to the speed of your approach.



The last line of defense is this battery of laser cannons. Fire persistently to destroy them.



FIRST LABYRINTH

Good fortune has dropped you into the center of Naju's First Labyrinth. This Labyrinth connects to several secondary labyrinths, but you will need to find Keys to enter most of them. In the First Labyrinth you will also find shops, clue rooms and two special monsters who will give you Optional Weapons if defeated. Naju is a huge planet—there are 12 Labyrinths, some of which have several Corridors—and you must explore all of it to find the self-destruct mechanisms and complete your mission.

SHOP A

BACK FIRE	150
AREA BLASTER	100
WAVE ATTACK	50

SHOP B

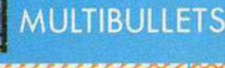
REPELLER	500
HYPER LASER	300

BURROWING MENACE



When you hear a warning buzzer and walls begin to materialize, don't panic. Defeat the enemies that appear and gain items.







START







RED LANDER





Master this monster and you'll get a Bullet Shield. Just hit it repeatedly with your regular gun.



SABER LASER



CONSECUTIVE FIRING

CHIP STORAGE

Chips power your Optional Weapons and are used as cash on Naju by the few remaining friendly aliens. When you're low on chips, collect the ones in this room. It's a good idea to use chips sparingly.

CORRIDOR 1



The Corridors of Naju were created by giant master monsters to house themselves and their spawn. Each Corridor is swarming with evil alien creatures and ends in the lair of a deadly master monster. To enter Corridor 1, shoot the door until it opens and dive in. You won't need any special weapons to defeat the marine enemies inside, or Fleepa, the master monster of this dungeon. When battling Fleepa, move back and forth under him, firing all the while. Develop a pattern so you can avoid the small spawn spit out by the Fleepa. The Moon Key and the Repeller are rewards for finishing this Corridor.







They call him Fleepa; Fleepa, king of the sea.

SECOND LABYRINTH

A Save Room and the entrance to Corridor 11, another marine world even more dangerous than Corridor 1, are important areas to explore in the Second Labyrinth. If you need a Life Energy power-up while in the labyrinths, try destroying all the enemies on a screen, and sometimes you'll get a red chip.

CREEPING DOOM

Squash this tough space spider and get a Red Lander, which raises your Power Chip maximum.





MYSTERIOUS ARROWS

Ignore these arrows, as they are there only to confuse invaders like you!

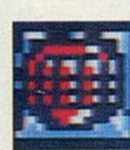




SAVE ROOM

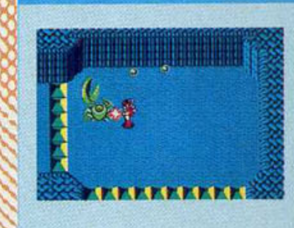
CORRIDOR 11

You'll need to get every power-up item you see to make it to the Optomon master monster. To beat him, stay near the center of the screen and be especially careful to avoid his deadly green tendrils; they can really inflict damage.

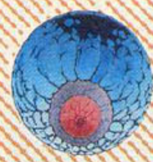




COSMIC CRUSTACEAN



To vanquish this monster get as close to him as possible and fire into him with the regular gun. After you toast him, you'll get the Fireball!



THIRD LABYRINTH

The Third Labyrinth is small in size but full of danger. It's best to avoid conflict and keep your gun at full strength by using your chips sparingly.

SAVAGE SPIDER

He's really tough so you may want to use an optional weapon on him. Beat him and get a Red Lander.





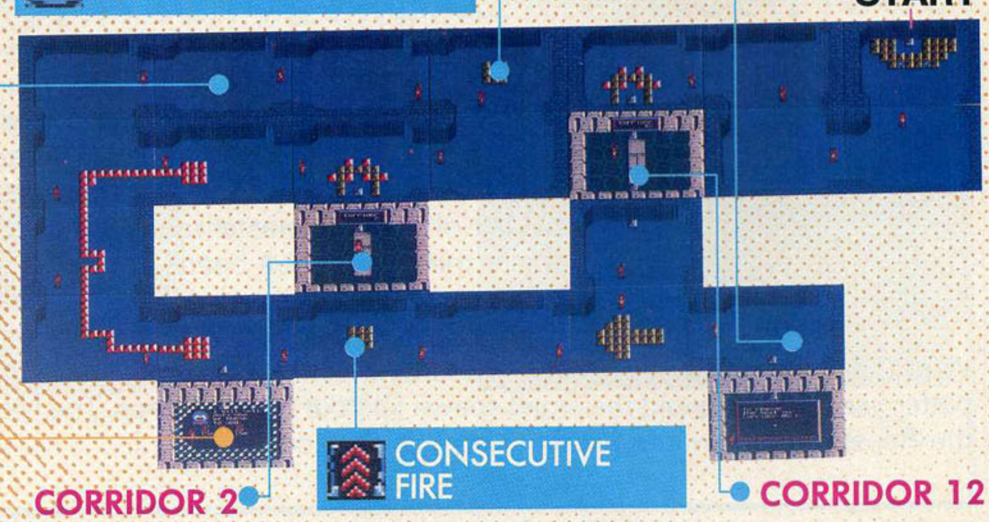
CREEPY CREATURE

When you conquer this cosmic crustacean you'll raise your gun's attack level.









CORRIDOR 2



To open the door to this Corridor, touch all of the orange circuit squares that surround the entrance. As long as you get most of the power-up items, you should be able to make it to the monster, Crawdaddy. To beat him, stay at the bottom center of the screen and fire your gun and Fireballs. Crawdaddy's items include a Key for the Fourth Labyrinth.







CORRIDOR 12

This is the last marine world, also the fastest moving one, and it's almost impossible to get through without being hit repeatedly! The master monster here is a Red Fleepa who spits out spawn. Find the pattern to the movement of it and its offspring, and you'll beat it in no time. The reward for finishing it off is a Hyper Laser.

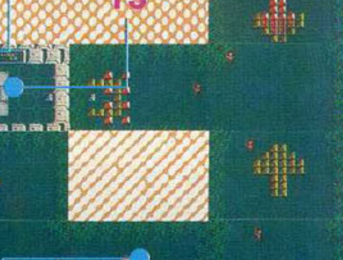




FOURTH LABYRINTH

Overgrown by spiky green fungus trees, the Fourth Labyrinth's inhabitants are all hardy specimens indeed. It will take more hits than usual to destroy some creatures, especially the Mini-bosses.





TUNNELING TERROR

Twenty Enemy Erasers, each one a powerful "smart-bomb," are your reward here.







NIGHTMARISH NUISANCE

This vicious starfish-like creature can be tough to defeat. Optional Weapons can help, especially the Saber Laser. You can expect a Shield power-up for subduing him.







CONSECUTIVE FIRE



RED LANDER

CORRIDOR 13

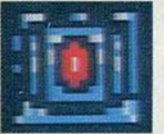
At the end of Corridor 13, you'll discover a robotic Bombarder. This machine moves slowly, but has the power to disappear at will. It's important to get in your shots while it's visible and avoid the missiles. A shield is your reward for blowing up the Bombarder.



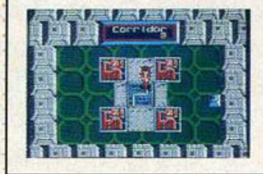


CORRIDOR 3

You'll have to wait 15–20 seconds for the door to open here. The Corridor should not be too challenging as long as you get power-up items, but the blue Optomon is the deadliest master monster you've faced yet. It will take all your flying skill to destroy him. Use the Optional Weapons such as the Repeller or Fireball, as these have a long burn time. From here you're on your own—good luck!!









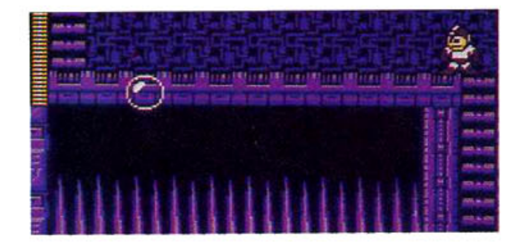
COUNSELORS' CORNER!

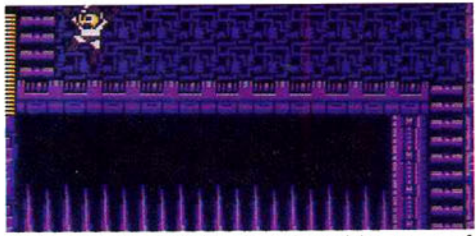


MEGA MAN II — HOW DO I PASS THE FOURTH LEG OF THE DR. WILY STAGE?

In constructing Skull Castle, Dr. Wily has designed an obstacle course that would stop any normal super hero in his tracks. Mega Man, though, has acquired the special powers of many ominous beings and, in using those powers, he can move onto the very heart of Wily's headquarters.

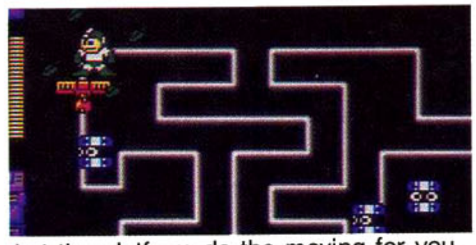
As Mega Man, you must employ the Leaf Shield, every Crash Bomb that you can hold and all three of Dr. Light's inventions. The section begins with a long climb. Some of the flooring is not as solid as it looks. If you think that there may be false flooring, let a Bubble Lead roll across the floor first. If the Bubble Lead sinks, jump over the hole.





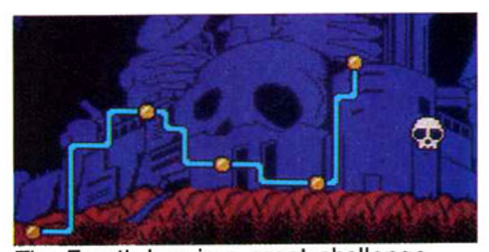
Roll out the Bubble Lead and beware of false flooring.

Next, you'll come across four rooms with spiked floors. Your only way to get to the other side will be to ride on platforms that move around the rooms in different patterns. Two of the rooms are riddled with Spinning Spools which will attempt to knock you off of the platforms. To insure that they won't get near you, activate the Leaf Shield. As long as you stay put on the platforms, the Leaf Shield will protect you.



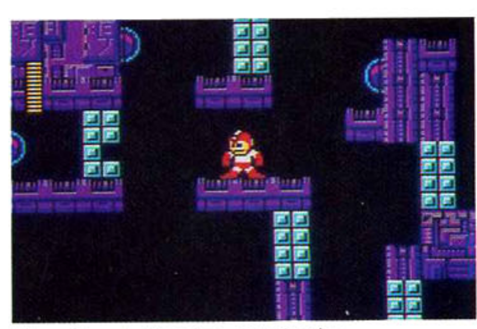
Let the platform do the moving for you. Stay still and the Leaf Shield will protect you.

The biggest challenge in this leg of the journey comes in the last room. There are several Turrets and breakable wall sections, all of which can only be destroyed by Crash Bombs. The first thought may be to destroy everything in the room but your supply of Crash Bombs is limited to seven. You'll need all of those Crash Bombs to take out the Turrets and only the walls that directly block access to Turrets. Get around the other wall sections by using the Levitation Platform and the Wall-Walking Platform.



The Fourth Leg is a great challenge.

The Turrets will fire directly at you all at once. To avoid the fire, you may try a trick that our Counselors have been working on. When the Turrets glow red, they will be ready to fire. At this time, press the Start Button on the Controller repeatedly. The action on the screen will start and stop, the list of Mega Man's powers will come and go and the fire from the Turrets will go right through Mega Man without registering any damage. If you have the NES Advantage controller, activate the Slow-Motion to complete this trick.



Use Crash Bombs sparingly.

FAXANADU — WHERE IS THE BLACK ONYX?

In the World of Mist, there is a door that can only be opened by the "Ace" Key. This door is the entrance to the World Tree. In order to receive the "Ace" key, you must bring the Black Onyx to the character that waits behind the next door.

You'll find the Black Onyx in a Castle not far from there. Walk as far to the left as you can, climb up one screen and then continue on to the left. You'll be there in no time. In the Castle, seek out and defeat the Dwarf. The Black Onyx will be yours and soon you will gain entrance to the World Tree.



A Dwarf in this Castle has the Black Onyx.

FAXANADU — WHERE ARE THE DRAGON SLAYER AND THE DEMON'S RING?

After winding through the World Tree, you'll come to the Evil Place. There, you'll need to find the Dragon Slayer and Demon's Ring in order to gain access into the Fortress.

From the entrance to the Fortress, move to the right one screen, climb up, move to the right again one screen and then go down. There you'll find a doorway. Enter the doorway and move to the right one screen, climb down, move to the right three screens and then climb up. The doorway that you reach will lead to a room with a large bird-like creature. Defeat this enemy with a few well placed swings of your sword and you will be rewarded with the Dragon Slayer.



Defeat this creature to collect the Dragon Slayer.



When you have the Dragon Slayer and Demon's Ring enter this door to the Fortress.

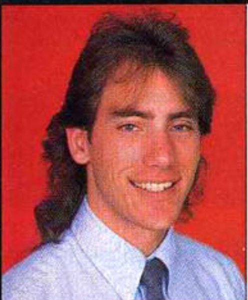
Leave this room, climb down, move to the left one screen and climb down again. At last you will be in the vicinity of the Guru that will give you the Demon's Ring. Enter the doorway and he will be there.

When you have these items, move on to the Fortress and take on the Evil One!



You'll meet this Guru to find the Demon's Ring.

GAME PLAY COUNSELOR PROFILES



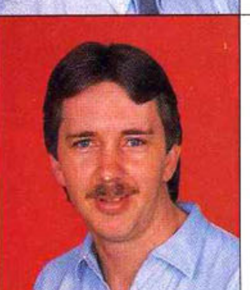
Paul Lange

Became Game Counselor: January, 1989
Hobbies: Music, Flying, Computers, Weight Lifting
Highest Game Score: The Guardian Legend 5,462,480
Favorite NES Game: Nobunaga's Ambition



Chris Dolan

Became Game Counselor: August, 1988
Hobbies: Baseball, Basketball, Skiing
Highest Game Score: First GPC to complete Baseball Stars
Favorite NES Game: The Guardian Legend



Ben Smith

Became Game Counselor: November, 1988
Hobbies: Video Games, Bowling, Softball, Camping
Highest Game Score: Completed Super Pitfall without continuing
Favorite NES Game: Zelda II: The Adventure of Link



Kyle Hudson

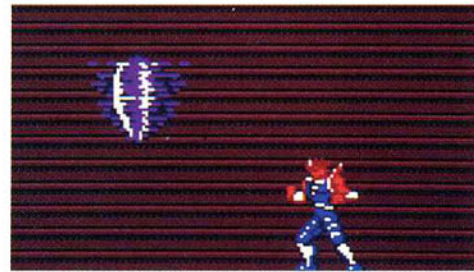
Became Game Counselor: October, 1988
Hobbies: Water Skiing, Snow Skiing, Hiking, Camping
Highest Game Score: Solomon's Key 15,317,730
Favorite NES Game: Solomon's Key

STRIDER — HOW DO I DEFEAT FLASH BLADE?

There are many challenging opponents that you, as Hiryu, must face in your mission. One of your most threatening enemies is Flash Blade. You have arrived at Red Dragon and now you must meet with this incredible, and sometimes indestructible, opponent. When you arrive in Flash Blade's area, you must run to the center of the room, jump and swing your Cipher. Flash Blade will jump as well. When you meet with Flash Blade in mid-air, and he's hit, he will temporarily spin into an invincible, tornado-like form. You should avoid this apparition at all cost. When the tornado transformed Flash Blade moves toward you, jump over or run under the enemy. Flash Blade will return to his human form after a few seconds. To defeat him, continue to hit him with the Cipher and avoid his Tornado form.



Jump and swing.



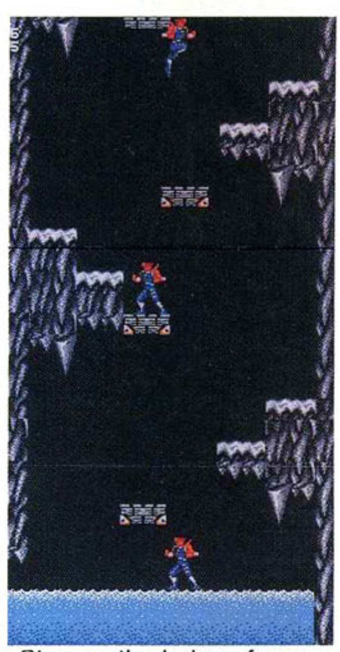
Storm Warning: avoid contact with this foul weather fiend.

STRIDER — HOW DO I GET THROUGH AFRICA?

The trick to moving through the African base is mastering the movements of the floating platforms. As soon as you enter the base, you'll have to move to the left. You'll encounter a single platform and continue to the left. There will be a few small machines and a downward tube. Go down and move to the right. When you come to the edge, wait until a platform slides over to you and jump onto it. You'll have to jump onto another platform in mid-air. This can be very tricky but there's no time limit. When the two platforms are about to meet, make your move.

If you fall, work your way to the left and down to the water. When you move to the right, you'll come across a series of floating platforms, each one higher than the next. Take it easy. When you have a chance to stop on a ledge, wait a few seconds and plan your next move. Once you jump onto a platform you'll have to immediately jump to the next ledge. Kneel for just a second to make sure that you are solidly on the platform before you jump again.

When you reach the top, go to the left. This is the very top of the base, where you began. Eventually, you'll be able to make that double platform jump. Good luck!



Stop on the ledges for a few seconds and move on up to the top.

ROLE PLAYING GAMES — HOW DO I DEFEAT THE MOST DIFFICULT ENEMIES?

Most Role Playing Games depend very little on dexterity and quick reflexes. What's important is that you take some time and prepare for your mission before you take off to encounter the unknown. Establish a base, where you can replenish your energy and go out on small missions. Then, defeat weak enemies near the base to gain experience and gold.

After some hard work and a little time, you'll have enough money to buy strong weapons and armor and enough experience to take on enemies that are a little more challenging. Go out a little further every time and defeat stronger creatures for even more rewards. Continue to build experience and soon you'll be unstoppable!



It'll take some practice before you can beat this guy.

SUPER DODGE BALL

HOW DO I MAKE THE POWER SHOTS?

The only way to pack a powerful punch and knock your opponents out of the playing field is to master the Power Shots. Each player has the ability to throw at least two different Power Shots; a running shot and a jumping shot. There are no two players that share the same two shots on any one team.

Execute a Power Shot by throwing just before your player touches the line. To make a running shot, tap the directional arrow twice to run and press the B Button to throw. To make a jumping shot, run, press the A and B Buttons simultaneously to jump when your player is about to hit the line, and throw at the peak of his jump.



The Bumble Bee buzzes by opponents.

Paul, who plays for the USA All-Stars can make three Power Shots. In addition to his running and jumping shots, he has perfected something that we call the Bumble Bee. It sends the ball into a looping spin. To send the Bumble Bee flying Paul must stand just a few steps away from the center line and quickly run and throw before he reaches the line.



Try the Slug to dissolve computer driven players.

Another new move is the Slug, a jumping throw that is slow and powerful. It's easy to dodge for the players that you control but it will lay flat the computer controlled opponents. Several players can use this move.



Don't get struck by Lightning.

Choose your team out of the players who make the best Power Shots. The Spear is an excellent throw which can help you keep control of the ball. The Breaker is good because of its unpredictability. The change in direction of this throw makes it difficult to catch. A fantastic jumping throw is the Lightning. It will pulverize unsuspecting opponents. You might also try the Warp. This one will really take your opponents by surprise.

It'll take some practice to master these moves, but once you do, you'll be the champ of the Super Dodge Ball circuit.

TEENAGE MUTANT NINJA TURTLES

HOW DO I THROW THE LINE?

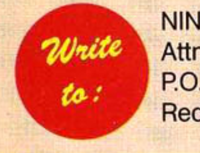
As trained Ninjas, Don, Raph, Mike and Leo possess great balancing abilities which will allow them to walk a tightrope across wide gaps between rooftops. To send the rope from one rooftop to the next, you must simply collect one of the symbols along the way which shows a stick figure walking on a rope. When one of the turtles walks up to a place where the rope is necessary, he will automatically throw it across the gap.



He's walking on a rope.


The line will go out automatically at the appropriate place.





NINTENDO POWER
Attn: Counselors' Corner
P.O.. Box 97033
Redmond, WA 98073-9733



1-(206)885-7529
Nintendo Game Counselors are on call from 4:00 am to 10:00 pm Pacific Time.

CLASSIFIED INFORMATION



From Agent #086

Unexpected Visit

In Room #17, Dana can summon the hero of another Tecmo game, Mighty Bomb Jack! It takes expert abilities to perform this trick, as Room #17 is a real challenge. It will only work if you don't lose a character in this room. In the lower half of the room there are eight blocks with rotating Sparks. You must first eliminate or reroute the spark on the upper-right block.




Clear off the block.

Get to the top of the block, create a block to the right, jump onto that block and butt Dana's head against the block above 11 times. This will make Mighty Bomb Jack leap into the upper half of the room and bound across, back and forth. If you can climb up and meet with Mighty Bomb Jack, all of the enemies in the Room will turn into Fairies! Collect 10 Fairies and you'll receive a 1-Up.



Butt the upper block 11 times and Mighty Bomb Jack will make an appearance. Climb up to him for a special bonus and the elimination of all the enemies.



From Agent #013

Pogo Power

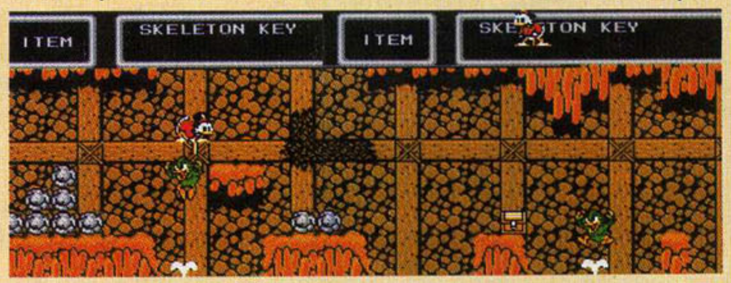
Uncle Scrooge's most useful method of attack is the Pogo Jump. Not only will he be able to defeat enemies by Pogo Jumping but in so doing, he will sometimes be able to reach otherwise unreachable heights.

In the Amazon, Uncle Scrooge must pay $300,000 to produce a moving platform that will let him easily get up to the rest of the stage. Of course, Uncle Scrooge likes to hold onto his money and any savings is desirable, so he should be happy to know that there is a way to get around spending the money. Simply lure one of the Monkeys with Spears into the section with the vine and Pogo Jump on it for that extra boost!



Pogo!

A Pogo Jump seems to be the only way to get over sections but there is another way to pass. As the first Creature jumps out of the water, Pogo Jump on it and move to the right. Uncle Scooge will go up over the top and be able to walk the rest of the way!



Jump up and out of the way.



FROM AGENT #827

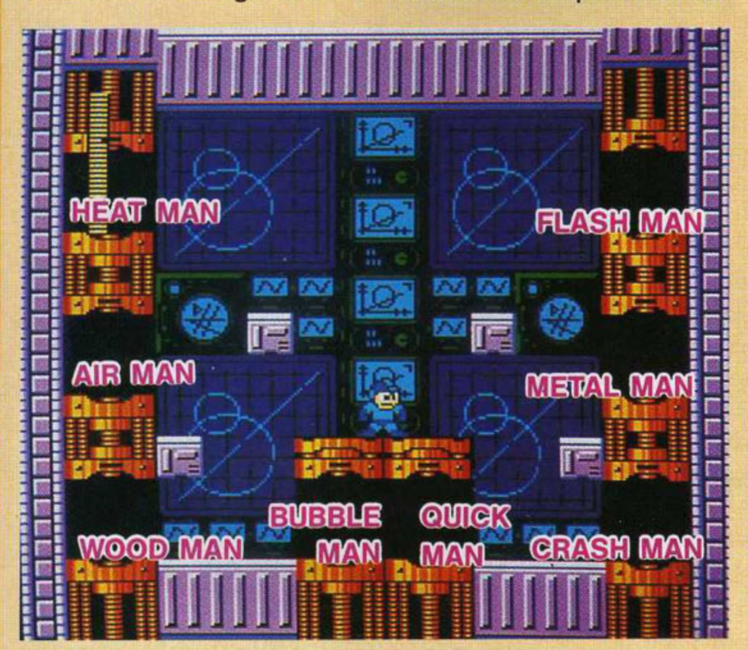
Menacing Minions



The agents that have ventured as far as this room have developed an order and a strategy to take on the mechanoids so that Mega Man will be able to meet with Dr. Wily with as much power as possible.

Air Man comes first. Fight him off with the Mega Man Cannon or Quick Boomerangs if you're close enough, and leap over the low tornados. Next take on Heat Man using the Bubble Lead. A few hits will finish this fiend. Watch closely and jump when he flames on.

You may need a break after the first two, so let Flash Man have a barrage of Metal Blades next. You'll get energy after defeating each enemy. It's a good strategy to beat the easier ones, like Flash Man, to power up for tougher opponents. Wood Man should be your next challenge. Throw out a Crash Bomb to penetrate the Leaf Shield and serve up some Metal Blades after Wood Man has released the Shield. Crash Man will go down with some well placed hits



After Mega Man transports to and defeats these eight enemies, he'll clash with the evil Dr. Wily.

from the Air Shooter. Run, turn and fire.

Metal Man is a cinch. One direct hit from a Metal Blade, a taste of his own medicine, will lay him to rest. Take care of Quick Man with the Mega Man Cannon next. He's fast! Try to keep away from him and fire as quickly as you can. Bubble Man will be easier, but still a challenge. Use Metal Blades or Quick Boomerangs but don't jump too high, the ceiling is lined with dangerous depth charges.



Boomerangs and Metal Blades will be most effective here.



FROM AGENT #615

Bouncing off the Wall

Hiryu often has a lot of vertical space to cover that is beyond the reach of his jump. This makes the Triangle Jump, which will allow Hiryu to jump twice as high, an essential technique. It is also a little tricky to master.

Our agents have spent long hours perfecting the Triangle Jump and have come up with a few tips that may make it easier to execute. The technique involves jumping up to a wall and bouncing off of it for more height. Jump up and, as Hiryu hits the wall, press the A Button repeatedly and rock the Control Pad Left and Right. After a few tries Hiryu should bounce off the wall and up to the next level. If you have a controller with a Turbo option, try a Turbo jump while hitting the wall.



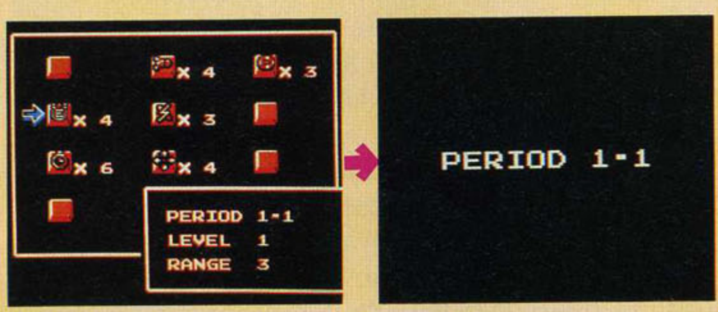
Grab the wall and make a jump for it.



From Agent #102

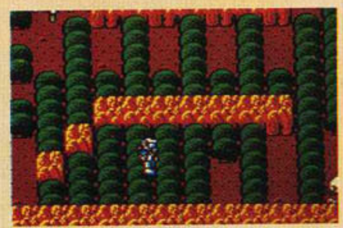
A Full Load

First arrange it so that ZED collects the Megaton Bomb from the Idol Room and exactly 62 bombs. Then have ZED destroy a Lurcher (spider) with the regular weapon and make sure that he is facing down. Press the Select Button to switch to the Sub Screen and move the cursor to the Energy Capsule. Next, press and hold Up and Left on Controller II and press the A Button on Controller I twice. It will look as though nothing changed, but ZED will be able to use any of the available items, and the item quantities will stay the same. After ZED has successfully received unlimited items, press Up, Left and Select all at the same time on Controller I. The stage number will appear on the screen. You will then be able to press the A and B Buttons to choose the desired stage.



Press Up, Left and Select simultaneously.

To make ZED walk through walls and barriers, first press Start to pause the game. Then press and hold the Select Button and the B Button and press Start again to resume. As long as you hold Select and B, ZED will be able to go anywhere on the planet without encountering obstacles.



Pause the game, press and hold Select and B, and resume the game.



From Agent #710

Extra Allowance

At the beginning of your mission to restore peace to the mighty World Tree, the King will give you a bankroll of 1500 Gold Coins when he sees that you have the Elf Ring. Our agents have discovered that the King will show you this generosity every time you come up to him and do not have any Gold in your possession. Perfect the fine art of selective shopping, and you should be able to buy supplies and spend every last Gold Coin. Agent #710 recommends that you start off by purchasing a Hand Dagger, three Red Potions, an Elixir and three J Keys. You'll have spent 1500 Coins and if you meet with the King again, he will give you 1500 more Coins to spend. Next, buy the Deluge and spend the rest of your Gold on a combination of Dried Meat, Martial Arts Lessons and Magic. By defeating the small, spiny creatures with an endless supply of Magic and the Deluge, you'll be able to build your experience to incredible levels.









Spend your allowance from the King and return for more. Then continue to defeat enemies for tons of experience.

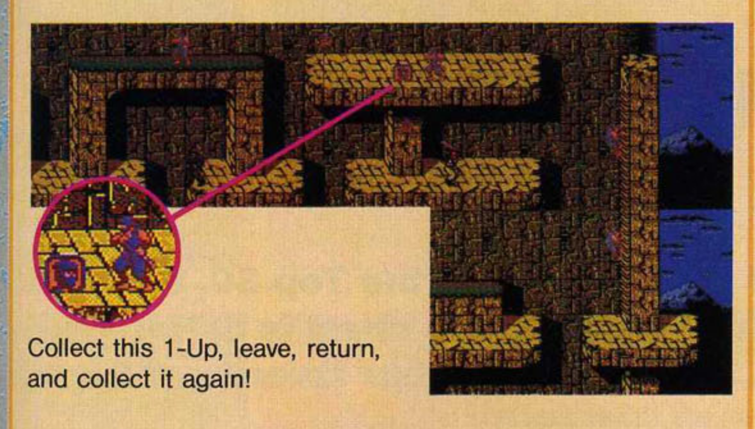
Before leaving town make sure to buy as many Red Potions and Keys as you can hold (one ready to use item and eight in the Items Screen) and return to the King for one last payoff when your money is gone.

NINJA GAIDEN

From Agent #531

Cast of Thousands

Ryu has made it to Act 5. The Malice Four have been laid to rest and now he must face their leader, the awesome Bloody Malth. Ryu can improve his chances of success with the help of a large supporting cast, and an easy move in Area 5–3 will insure assistance in the form of extra characters. As Ryu climbs the tower that leads to Malth, he'll find a 1-Up on the third floor.



Collect this 1-Up, leave, return, and collect it again!

Ryu can multiply the impact of this helpful item by collecting it a number of times. He must simply grab the 1-Up, go down the ladder to the second floor and then return. The 1-Up will be back in the same place, ready to be collected again and again. Several repetitions of this move will provide the insurance that Ryu needs for the challenges ahead.

COBRA TRIANGLE

From Agent #000

Built for Speed

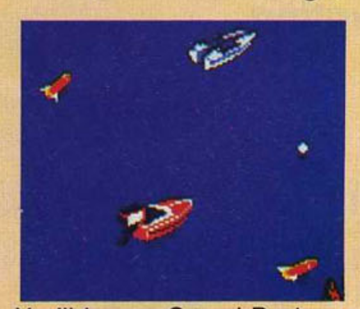
Build a power packed speed boat before leaving the first area. At the very beginning of the game, you can easily gain a 1-Up and at least two Pods. If you'd like to stay in this relatively risk-free environment and continue to pick up Pods, just don't cross the finish line, steer clear of the walls and cannons, and don't let your Life Meter run dry.





Grab this 1-Up and as many Pods as you can, then let your time run out.

When your time runs out, you'll start over, but you'll still retain the powers you accumulated. You'll lose a boat, but since you'll collect a 1-Up in this first stage, you can repeat this maneuver indefinitely without effectively losing any boats. In a short time you should have the Cobra Triangle ready to rip up the rest of the courses.

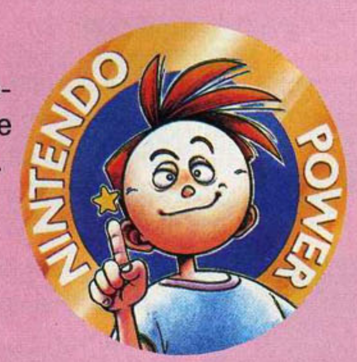


You'll have a Speed Boat with all the extras in no time.

Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

Our address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733



The Raddest and the Baddest games for your NES.

TOP·30

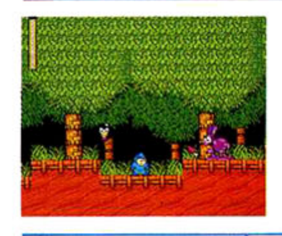
Over the last year we've seen a lot of great games in the Top 30, some old classics and some hot newcomers. Every spot on the chart is up for grabs every issue, from first place on down. So look out for your favorite and keep voting.

Use this key to find out how your favorites are doing.


These titles are new to the Top 30. Keep a close eye on them.

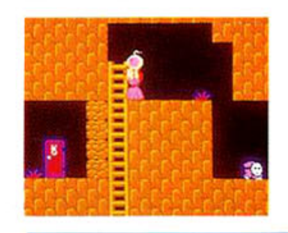

Games that are really on the move. These games have jumped up several places on the poll.


Favorites that have maintained their popularity among the Top 30.



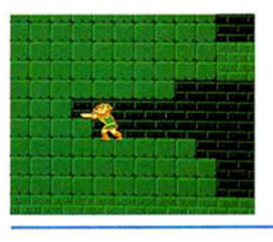



Nothing seems to hold back Mega Man II, not Atomic Chickens or Mecha-Monkeys or even Dr. Wily himself.



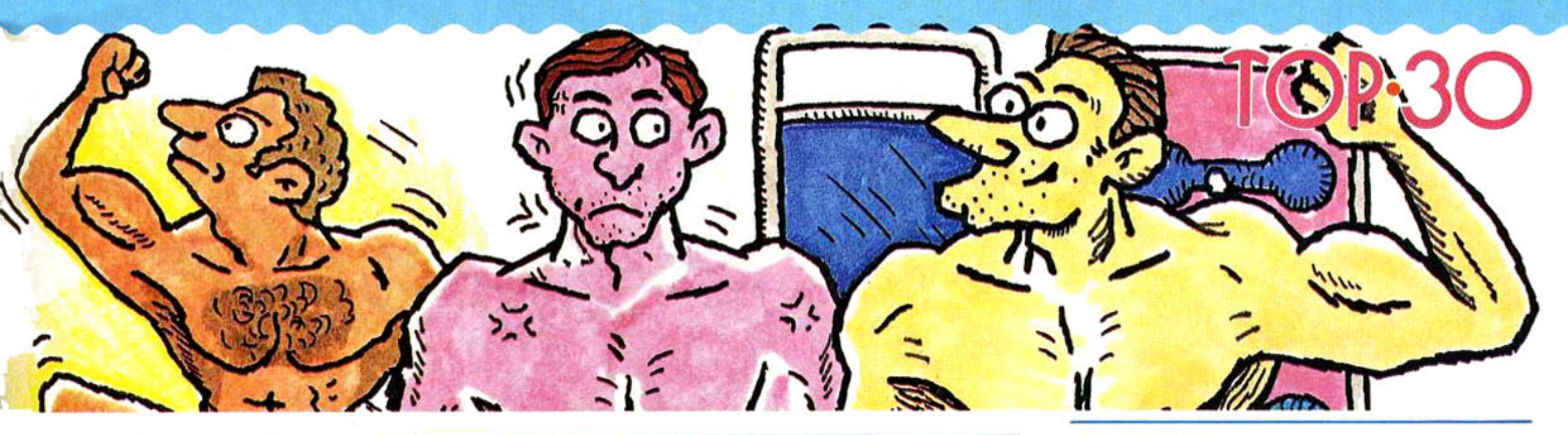

SUPER MARIO BROS.2

Return to the Mushroom Kingdom for an adventure with Mario and Luigi and all the people who voted for them.




ZELDA II—THE ADVENTURE OF LINK

Long live Princess Zelda! Link and the rest of the crew from Hyrule plan to be around for a while yet.







NINJA GAIDEN

A great game and a great mystery. Although a step down from last time, Ninja Gaiden sets its sights high.





TEENAGE MUTANT NINJA TURTLES

What's better than pizza and karate? Not much if you're a Teenage Mutant Ninja Turtle.





FAXANADU

In the shade of the life-giving World Tree, a daring quest has begun. Keep watching this one.





DRAGON WARRIOR

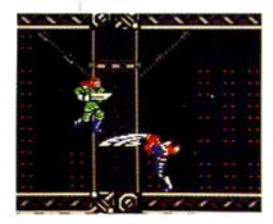
The journey of the hero is not an easy one, but it looks like this Warrior has a good start.





THE LEGEND OF ZELDA

A game for all seasons, Zelda continues to captivate the die-hard Octorok hunter.





STRIDER

Hiryu is off and running in his search for Kain, just as Strider is making tracks here.

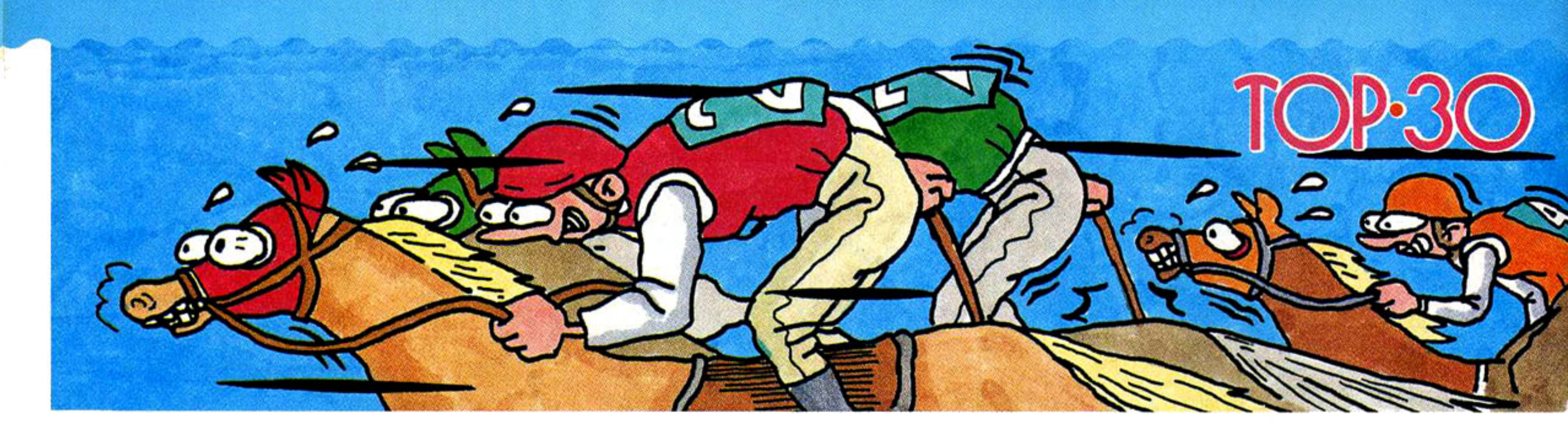




BIONIC COMMANDO

Last issue at number eight, Bionic Commando has slipped a bit. Maybe that bionic arm needs oiling.

11	2,748 POINTS	BLASTER MASTER
12	2,300 POINTS	TECMO BOWL
13	2,164 POINTS	MIKE TYSON'S PUNCH-OUT!!
14	1,981 POINTS	MEGA MAN
15	1,972 POINTS	HUDSON'S ADVENTURE ISLAND
16	1,877 POINTS	BASES LOADED
17	1,804 POINTS	DOUBLE DRAGON
18	1,802 POINTS	BASEBALL STARS
19	1,680 POINTS	CONTRA
20	1,638 POINTS	BATMAN
21	1,460 POINTS	METROID
22	1,431 POINTS	ULTIMA
23	1,425 POINTS	THE GUARDIAN LEGEND
24	1,379 POINTS	LEGACY OF THE WIZARD
25	1,367 POINTS	DOUBLE DRAGON II
26	1,208 POINTS	NOBUNAGA'S AMBITION
27	1,193 POINTS	THE ADVENTURES OF BAYOU BILLY
28	1,161 POINTS	ROBOCOP
29	1,120 POINTS	SUPER DODGE BALL
30	1,113 POINTS	BAD DUDES



Players' Picks



	GAME	PTS
1	Zelda II-The Adventure of Link	4029
2	Super Mario Bros. 2	3930
3	Ninja Gaiden	2812
4	Mega Man II	2266
5	Teenage Mutant Ninja Turtles	2160
6	The Legend of Zelda	1653
7	Double Dragon	1401
8	Double Dragon II	1367
9	Robocop	1161
10	Bad Dudes	1113
11	Blaster Master	1104
12	Bionic Commando	1016
13	Batman	1003
14	Super Mario Bros.	807
15	Bases Loaded	800
16	Metroid	778
17	Mega Man	773
18	Tecmo Bowl	758
19	Contra	744
20	Blades of Steel	693
21	Mike Tyson's Punch-Out!!	664
22	Strider	546
23	Rampage	500
24	Adventures of Bayou Billy	487
25	Hudson's Adventure Island	463
26	Castlevania	431
27	Who Framed Roger Rabbit?	388
28	Skate or Die	386
29	Super Off Road	384
30	Double Dribble	383

ZELDA II TAKES THE PRIZE FOR HOTTEST PLAYER PICK.

Your votes show how strong some of the older games still are. It's good to know that loyalty is still alive and well.

Pros' Picks



	GAME	PTS
1	Mega Man II	8173
2	Super Mario Bros. 2	7814
3	Zelda II-The Adventure of Link	7123
4	Ninja Gaiden	6972
5	Teenage Mutant Ninja Turtles	5318
6	Faxanadu	5127
7	Dragon Warrior	4639
8	The Legend of Zelda	4553
9	Strider	4233
10	Bionic Commando	3251
11	Blaster Master	2748
12	Tecmo Bowl	2300
13	Mike Tyson's Punch-Out!!	2164
14	Mega Man	1981
15	Hudson's Adventure Island	1972
16	Bases Loaded	1877
17	Double Dragon	1804
18	Baseball Stars	1802
19	Contra	1680
20	Batman	1638
21	Metroid	1460
22	Ultima	1431
23	Guardian Legend	1425
24	Legacy of the Wizard	1379
25	Double Dragon II	1367
26	Nobunaga's Ambition	1208
27	Adventure of Bayou Billy	1193
28	Robocop	1161
29	Super Dodge Ball	1120
30	Bad Dudes	1113

IS IT A BIRD, A PLANE, A COMET? NO, IT'S MEGA MAN II.

The Pros at Nintendo are trading in their cars for jet sleds. Mega Man II mania is running rampant.

Dealers' Picks



	GAME	PTS
1	Super Mario Bros. 2	3202
2	Ninja Gaiden	3153
3	Mega Man II	2373
4	Faxanadu	1672
5	Tecmo Bowl	1542
6	Hudson's Adventure Island	1509
7	The Legend of Zelda	1490
8	Zelda II-The Adventure of Link	1421
9	Dragon Warrior	1277
10	Mike Tyson's Punch-Out!!	1175
11	Teenage Mutant Ninja Turtles	1159
12	Super Dodge Ball	1120
13	Bases Loaded	1077
14	Strider	991
15	Hoops	969
16	Baseball Stars	950
17	Contra	936
18	Track and Field II	875
19	Wrestlemania	792
20	Rad Racer	766
21	Operation Wolf	764
22	Blaster Master	730
23	Jackal	709
24	Adventure of Bayou Billy	706
25	Bubble Bobble	699
26	California Games	672
27	Wheel of Fortune	619
28	Legacy of the Wizard	589
29	Ultima	532
30	Bionic Commando	531

DEALERS STILL LIKE THOSE BOUNCING BROTHERS.

Three issues running now the dealers have picked SMB2, not that we're counting or anything.

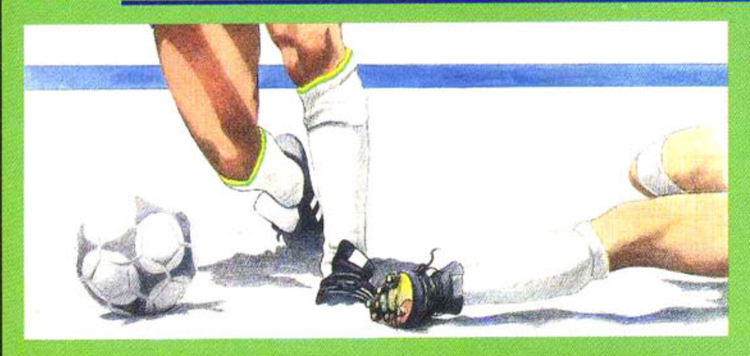


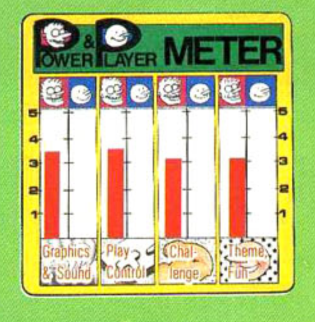


GOAL!™

from JALECO

TM & © 1989 Jaleco USA, Inc.







Move the controller rapidly LEFT and RIGHT to avoid your opponent's "slide-steal."



For a great "slide-steal" maneuver, get close to your opponent and press A.



Good passing is essential. Face your teammate and press B.



If you have control of the ball, press A for a long kick or to attempt a goal.



There's nothing like the roar of thousands of cheering fans after you've scored.

Jaleco, noted for its great sports Game Paks, has come up with another winner! This time the arena is the soccer field where you'll find intense national and international competition, but look for more detail in the game play than in Nintendo's "Soccer." Soccer enthusiasts can play against the computer, a friend, or together with a friend against the computer. Choose one of eight American professional teams and compete in a three-round tourney or assume the role of one of the 16 countries whose GOAL is the World Cup. You may decide to loosen up a bit with a few practice kicks in the "shoot" option where you take on a goalie and two defenders. Teams in the Nationals and the World Cup consist of three forwards, three midfielders, four defenders, and one goalie. Each player has a rating in seven skill categories so look for strategy and teamwork to play as big a part as athletic prowess.



THUNDERCADE™ from AMERICAN SAMMY







Pick up bombs and sidecar cannons to build up a powerful artillery.



Press B to call in your air support against powerful opponents or great numbers.



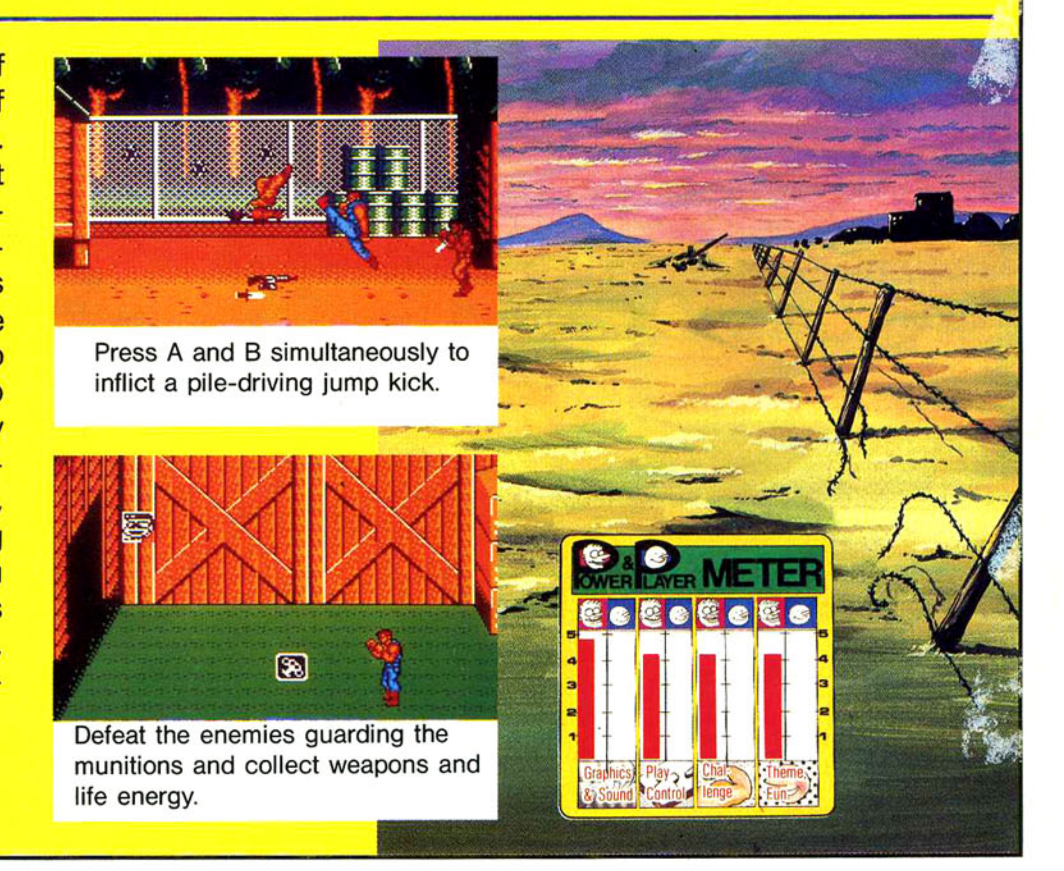
The vulcan cannon is a formidable weapon. Avoid other weapons or you will lose it.

Your mission: stop nuclear terrorists. Your weapon: a high performance combat motorcycle. Your support: a precision B-7 bomber. You'll have to make your way through four zones of formidable forces. Get weapons and sidecar cannons along the way and in the bonus round between zones. There is a limited Continue that helps and an extra Continue if you make it through the tunnel in Zone 3. The simultaneous two-player (STP) option lets you join forces with a friend.



P.O.W.™ from SNK

Well, you went and got yourself captured by the Government of Offensive Network (G.O.O.N.). But little do they know it's all part of a plan to infiltrate the organization and break up their international smuggling operation. It's hand-to-hand combat all the way as you punch, kick, jump kick, and back punch your way to the GOON leaders. Pick up handy items like brass knuckles, bulletproof vests, knives, grenades, and machine guns. Defeating certain enemies will earn you extra life energy as well. P.O.W. is reminiscent of Double Dragon, and the continue feature is a lifesaver.



Press A and B simultaneously to inflict a pile-driving jump kick.

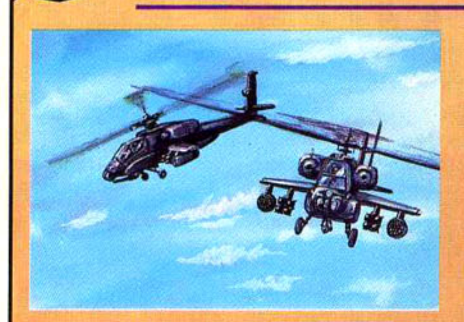
Defeat the enemies guarding the munitions and collect weapons and life energy.



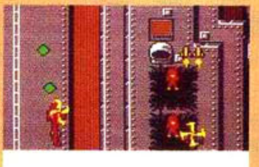


TWIN EAGLES™

from ROMSTAR







Destroy certain buildings and you will free hostages.

Launch a five-stage, break-neck speed assault on enemy forces with the most powerful military helicopter yet. Shoot the icons to select the type of weapon. The "Twin" refers to simultaneous two-player action and the limited Continue is a welcome feature.

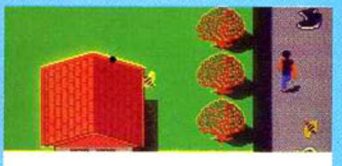


BACK TO THE FUTURE™

from LJN







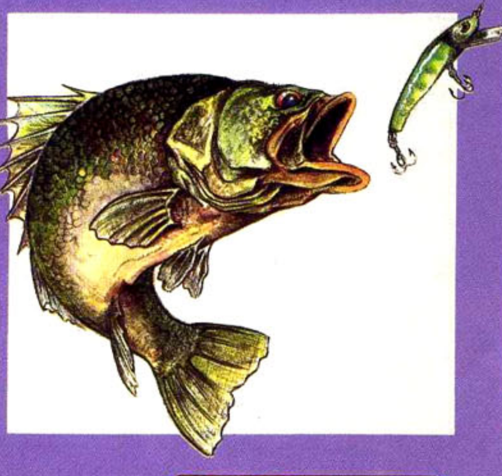
Pick up the clocks to slow up time, but avoid the bees. They can be a pain.

Young Marty has gone into his own past and must complete a four-stage task to set time properly back on track. He will have to negotiate the menacing streets of Hill Valley and avoid the many hazards to get to the unique stage endings.



BLACK BASS™

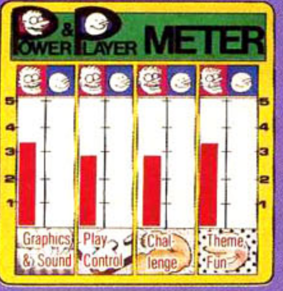
from HOT B





Moniter weather conditions and the time of day carefully. Fish on! These factors affect fishing.

It's a clear day so the silver lure should attract . . . (Gasp) Shh! I feel a nibble . . .



Tired of hyperwarping from space sector to space sector? Weary of jumping and shooting bizarre creatures to rescue some ungrateful princess? Well, get away from it all with a little relaxing bass fishing at a cool, tranquil lake. Judgement and fishing savvy play an important part as weather conditions, lure selection, lake geography, and fish size and depth are all factors to consider. You will also need skill with the rod as these babies can put up a "reel" fight. And you won't have to worry about falling out of the boat.



NES ACHIEVERS

Here they are, the hottest scores around! If you'd like to share your best scores with the readers of Nintendo Power, send them in! You could be the next NES Achiever!

THE ADVENTURES OF LOLO

Sean A. Cannella ▶	Paramus, NJ ▶	Finished
Jesse & Jason Mabon ▶	Woodburn, OR ▶	Finished
Bob & Kate McClure ▶	Tipp City, OH ▶	Finished
Jonsy Ponce ▶	Blue Springs, MO ▶	Finished
Tony, Chris, & Jon Rudis ▶	Lawrence, MA ▶	Finished
Chris Streeter ▶	Fresno, CA ▶	Finished

AIRWOLF

Wayne Hodges ▶	Middleton, NY ▶	111,800

AMAGON

Kurtis Rinker ▶	Houston, TX ▶	170,300

BUBBLE BOBBLE

David Aaron ▶	Fresno, CA ▶	2,551,030
Brent Jordan ▶	Dalton, GA ▶	1,622,580

BUMP 'N' JUMP

Doug Rapp ▶	Waverly, OH ▶	130,240

CALIFORNIA GAMES

Jeff Bernstein ▶	Longmeadow, MA ▶	163,980

COMMANDO

Michael Thomas ▶	Ogden, UT ▶	999,990

DEFENDER OF THE CROWN

Clifford R. Miller III ▶	Ann Arobor, MI ▶	Finished
Adrian Perez ▶	Dallas, TX ▶	Finished
Jon Sehmer ▶	Oshkosh, WI ▶	Finished

DOUBLE DRAGON

Chris Olejak ▶	Spring, TX ▶	1,000,420

DRAGON POWER

Carl Larson ▶	Belvidere, IL ▶	636,300

EXCITEBIKE

		Track	Time
Billy Dawson ▶	Pensacola, FL ▶	1	54:43
Brian Kearney ▶	Glendale, CA ▶	1	50:86
Ryan McGough & Shawn Beniller ▶	Mt. Vernon, OH ▶	1	49:79
Gray Bower ▶	El Paso, TX ▶	2	51:95
Kevin Eversole ▶	San Antonio, TX ▶	2	53:96
Grant Carroll ▶	Anchorage, AK ▶	4	1:10:76
Stacie Sakai ▶	Kaneohe, HI ▶	5	1:17:58

FIST OF THE NORTH STAR

Mike Otten ▶	Fairmont, MN ▶	434,100
Brandon Viehmann ▶	Mohawk, NY ▶	110,000

GALAGA

Jeff Snyder ▶	Bakersfield, CA ▶	775,100

GHOSTS 'N GOBLINS

Brian Walker ▶	Saint Louis, MO ▶	4,014,400

GOLF

		Strokes	Score
Gary Smith ▶	Mason City, IL ▶		–29

THE GUARDIAN LEGEND

Frank D. Maruca ▶	Ambridge, PA ▶	9,999,990
Joe Iacolino ▶	Enfield, TC ▶	9,999,990
Mitchell Gibson ▶	Vacaville, CA ▶	9,999,990
Gene Alexander ▶	Westfield, IN ▶	9,999,990
Elind Rios ▶	Brooklyn, NY ▶	9,373,090
Clinton Fleming ▶	San Jose, CA ▶	8,418,940
Joe Macaluso ▶	Totowa Borough, NJ ▶	7,597,370
Tony Chavarria Jr. ▶	Espanola, NM ▶	6,958,940
Don Cohen ▶	Fairfax, VA ▶	6,865,260
Eric & Sheldon Chan & Kris Cousins ▶	Monterey Park, CA ▶	6,508,620

GUERILLA WAR

Gerald Saputra ▶	Diamond Bar, CA ▶	1,079,500
Robert Zlotow ▶	Chicago, IL ▶	300,500
Brandon Fredericks ▶	Chalmotte, LA ▶	220,999

JACKAL

Jody Moore ▶	Kingston, TN ▶	2,468,150

JAWS, THE REVENGE

Chris Cox ▶	Ayden, NC ▶	1,092,480
Jim Russel ▶	Tulsa, OK ▶	1,000,450
Andy Whitmeyer ▶	Lebanon, OH ▶	369,470
Troy Potts ▶	Tulare, CA ▶	299,420

KUNG FU HEROES

Joe Engledow ▶	Abilene, TX ▶	1,007,000

THE LEGEND OF KAGE

Amend Cabral ▶	Marion, MA ▶	9,850,620
Melissa Stanley ▶	Greensboro, NC ▶	5,084,450

LEGENDARY WINGS

Alex Parker ▶	Grand Rapids, MI ▶	10,102,400

THE LEGACY OF THE WIZARD

Neil Andal	Viborg, SD	Finished
Andy Cismoski	Wisconson Rapids, WI	Finished
Jerry Gray	Brookfield, MA	Finished
Ruth Johnson	Romulus, MI	Finished
Chris Kidd	Richmond, VA	Finished
David Merritt	East Point, GA	Finished
Daniel Mitchell	St. James, NY	Finished
Thomas Shelley	Huntington Beach, CA	Finished

MARBLE MADNESS

Steve Langieri	Longmeadows, MA	98,150

MEGA MAN II

Adam Clausing	Palatine, IL	Finished
J. Douglas Filson	Midland, MI	Finished
Jason Fourier	Arlington, VA	Finished
Brian Halford	Severna Park, MD	Finished
Jerry Higbee/Jerrod Hansen	Cataldo, ID	Finished
Dennis Lucier	Spring Hill, FL	Finished
Glen Mason	Parkland, PA	Finished
Benjamin Silver	Olivette, MO	Finished
Simmy Thind	Milpitas, CA	Finished
Robert & Richard Yung/Tony Chan	New York, NY	Finished

MIGHTY BOMB JACK

Dan Skatter	Manley, IA	1,143,550
Chance McBay	Wichita Falls, TX	414,340

MILLIPEDE

Gene Puig	Bayshore, NY	172,141
Peter A. Boady	Feeding Hills, MA	53,769

OPERATION WOLF

Ryan Flanders	Waterbury, CT	526,500
Jubal Dais	Farmingdale, NY	338,050
Donovan Williams	Lakewood, CA	341,850

PINBALL

Tom Kelley	Hopatcong, NJ	999,990

PREDATOR

Nishan Kasbarian	Chesapeake, VA	Finished
Jon Sitorius	Gothenburg, NE	Finished
Ryan Smith	Seneca, SC	Finished

RAMPAGE

Justin Fox	Anaheim, CA	36,427,476
Eric Corbin/Jim Mularczyk	Washington, MI	21,199,200
Brett Fry	Paulding, OH	20,648,960

R.C. PRO-AM

R. Powell	San Diego, CA	600,545
Michael Hanson	Kenniwick, WA	589,395

RENEGADE

Paul Davis	Far Rockaway, NY	999,950
Jerry & Phillip Perez	Madera, CA	999,900
Zach Pearson	Waterloo, IA	998,263
Ryan Mase	Santa Clara, CA	523,800

SEICROSS

Jamie Nif	Franklin, TN	9,999,900
Brett Carroll	Crawfordville, FL	9,999,800
Glenn Sewell	Mobile, AL	9,999,800

SKATE OR DIE

Craig Batten	Norcross, GA	40,000

SPELUNKER

Joe Goblet	Oswego, IL	880,690
Emilie Klohs	Ann Arbor, MI	640,790

SPY HUNTER

Eric J. Meske	Whitewater, WI	206,333
Jonathan Rothtock	Drexel Hill, PA	151,580

SQOON

Stephen Joo	Los Angeles, CA	142,550

STAR SOLDIER

Steven Brooks	Cranston, RI	475,000

STINGER

Richard Allen	Gaffney, SC	99,999,900

SUPER PITFALL

Eleanor Schubert	Oak Grove, MO	9,990,000
Brad Sostack	Victorville, CA	1,888,500

WILD GUNMAN

Steve Brunbaugh	Livermore, CA	999,900

WRECKING CREW

Joseph Brookhart	Griffith, IN	999,200

ZANAC

Brian Peek	Schenectady, NY	99,999,990
Mark Wortman	Springfield, MO	99,999,990

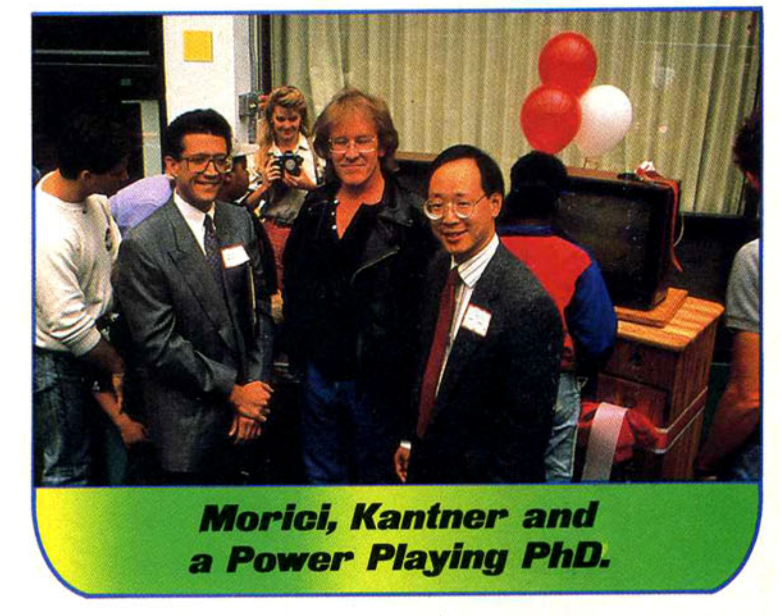
Here's how to capture your achievement.



CAPCOM CHILDREN'S CORNER

A visit to the hospital often conjures up visions of boring, sterile surroundings and lots of inactivity while resting in an uncomfortable bed with starched sheets. Some good reading material or daytime television may help pass the time, but for the most part a visit to even the best of hospitals can be a disagreeable experience.

Well, thanks to the folks at Capcom, dreary hospital visits may be a thing of the past. Through a new community program called the "Capcom Children's Corner," Capcom is donating a total of $50,000 worth of video game and computer products to ten leading hospitals and pediatric wards in California. Each hospital's package will include, among other computer equipment, three Nintendo Entertainment Systems, a 36 game library and a Hands Free Controller.



Morici, Kantner and a Power Playing PhD.

The first "Capcom Children's Corner" was unveiled at the San Francisco Children's Hospital in August to the delight of many a Power Playing patient. Attending the opening ceremony were Paul Kantner, leader of the legendary rock band Jefferson Airplane, and Joe Morici, Capcom's vice president of sales and marketing. "This is an on-going commitment," Morici said, "which includes a continuing donation of new Capcom games as they are introduced. That means 13-14 new games a year." Additional "Capcom Children's Corners" will be opening in other California hospitals through the year. If the program is successful in California, Capcom is considering expanding it to hospitals across the country. Judging from the response at the opening, it may not be long before there is a "Capcom Children's Corner" at the hospital nearest you. The "Capcom Children's Corner" is not only a good example of a beneficial application of the NES, it's also another great example of people sharing the power of Nintendo. (It's still not a good enough reason to go to the hospital though.)

Sam Marks samples the goods at the opening.



NINTENDO
WORLD CHAMPIONSHIPS 1990

Have you ever wondered who the best video game player in the world is? Or have you ever pondered what it would be like to test your own video game scores against the very best? Well, wonder no longer—your questions may soon be answered!

Power Players from all over the country will get a chance to compete during the Nintendo World Championships 1990 tour early next year. The tour is slated to appear in the arenas and coliseums of 30 major U.S. cities. Each stop will be a three day "must see" event for video game fans of all skill levels and interests. In addition to the tournaments, there will be special appearances by characters and pros from Nintendo, booths featuring the hottest new games, accessories and World of Nintendo merchandise, and other fun surprise events. The tour is being sponsored by some big name corporations, and will be organized by rock concert promoters, so it will be an extravaganza well worth seeing. Check out our January/February issue for the complete tour schedule and details on the contests. Then start making your plans to attend the event nearest to you. Don't miss any of the fun and excitement of the Nintendo World Championships 1990 tour!

NEXT ISSUE

Check out the January/February issue for the results of CSG Imagesoft's Super Dodge Ball World Cup '89 and a complete list of Nintendo World Championship 1990 tour dates!

DESIGN THE NEW NINTENDO POWER JERSEY

Everyone knows and loves the exclusive Nintendo Power Jerseys which are available only through the Player's Poll Contest. Because we've given so many away, however, we're running a little low on the old design. For all you artistically inclined Power Players (and we know there are a lot of you) Nintendo Power offers another special contest: help us design a new Nintendo Power Jersey! All you need to do to enter is create a jersey design, incorporating the Nintendo Power logo which appears on the front cover of every issue, and send it to us. Try to make your design as original, fun and exciting as possible, to convey the spirit of Nintendo Power. The winner will be selected by our Nintendo Power staff and will receive recognition in these very pages. The winning design will also be considered for the next generation of Nintendo Power Jerseys, and the designer will receive a free jersey with the new design on it as a prize.

All entries become the property of Nintendo of America Inc., and none can be returned. Send your entries to the following address:

NINTENDO POWER
Jersey Contest
PO BOX 97033
Redmond, WA 98052

Entries must be received by January 1, 1990 to be considered for the contest.

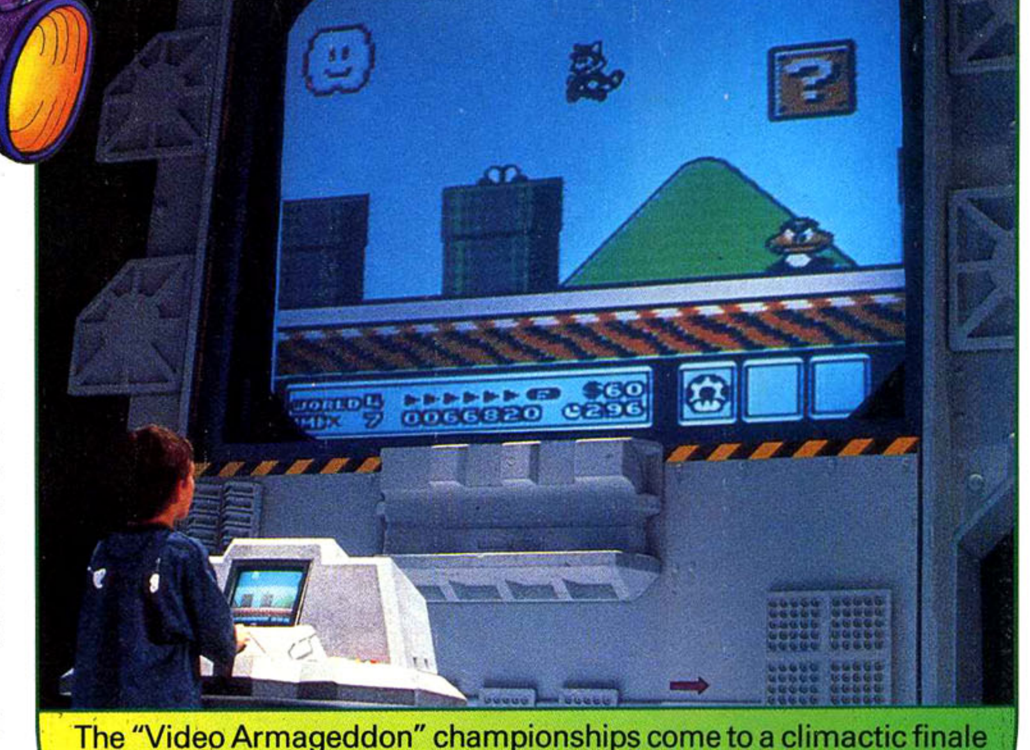
NES JOURNAL

MOVIE

The Wizard

On December 14, Universal City Studios will premiere "The Wizard," a movie that is sure to be a blockbuster hit for video game fans. The film stars Fred Savage (The Wonder Years) and Beau Bridges in a story where being a Power Player is more a matter of survival than fun.

Corey's family is torn apart by a tragic accident that causes 9-year-old Jimmy (Luke Edwards) to shut out the world around him to the point that he is committed to a psychiatric hospital. Corey (Fred Savage) decides to rescue Jimmy from the hospital, and they set off on an adventure. Jimmy communicates to his big brother, Corey, that he wants to go to California. With only $27.30 between them, Corey needs to be pretty resourceful if they are going to reach California. The two brothers find help along the way from quite a few unusual sources, including a street wise girl named Haley. Together they discover that Jimmy has an unusual talent that becomes their sole source of making money — playing video games. Jimmy and Corey hustle their way across the USA by making bets in video arcades. Since they aren't old enough to drive, they find some pretty strange modes of transportation, like stowing away in the back of a cattle car, or in a truck filled with Hostess Twinkies.



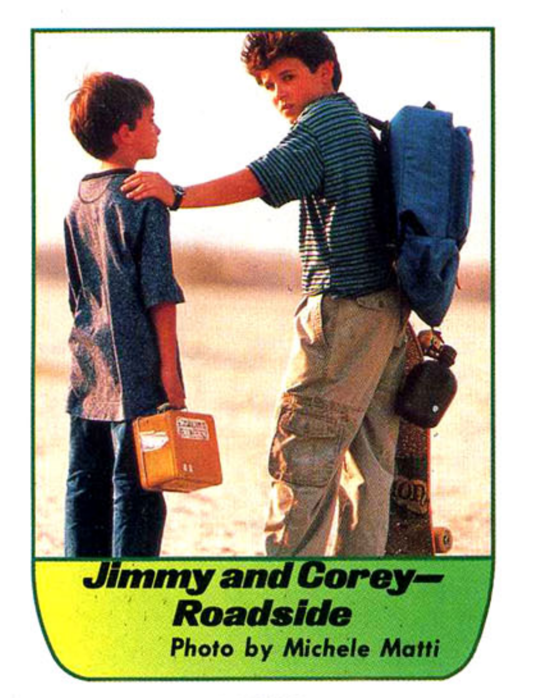
The "Video Armageddon" championships come to a climactic finale on "Super Mario Bros. 3"

Photo by Michele Matti

As if all this doesn't make the journey entertaining enough, their parents have decided to come after them, and wind up in their own competition of sorts. Both their father, and a private detective hired by their stepfather, are in hot pursuit. And, both are determined to find the boys first. By spending more time worrying about each other than they do about the boys, they end up in some pretty hilarious predicaments.

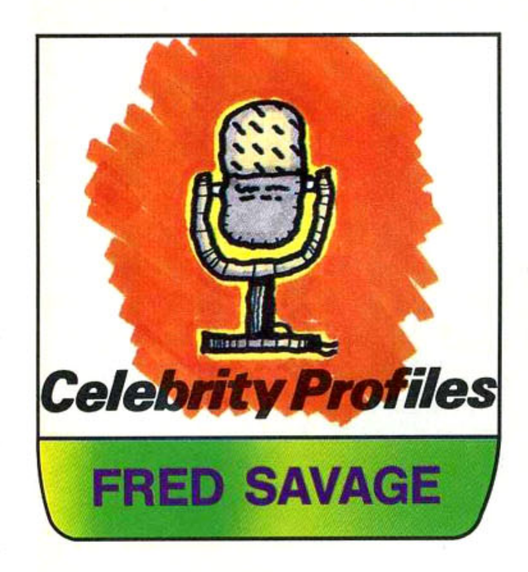
Along their route, the guys hear about a national video game championship called "Video Armeggedon" in Los Angeles, and make it their ultimate goal. To qualify, they have to face some pretty stiff competition and must be confident of their expertise on 96 different NES games. The semi-finals are played out on Ninja Gaiden, and the big event pits the finalists against each other on Super Mario Bros. 3.

To find out who winds up taking the honors as video game champ, you'll have to go see "The Wizard." It will give you a great chance to get a preview of Super Mario Bros. 3, plus, the first people to see the film will receive a copy of "Pocket Power"—a mini edition of Nintendo Power with more great tips and game news.

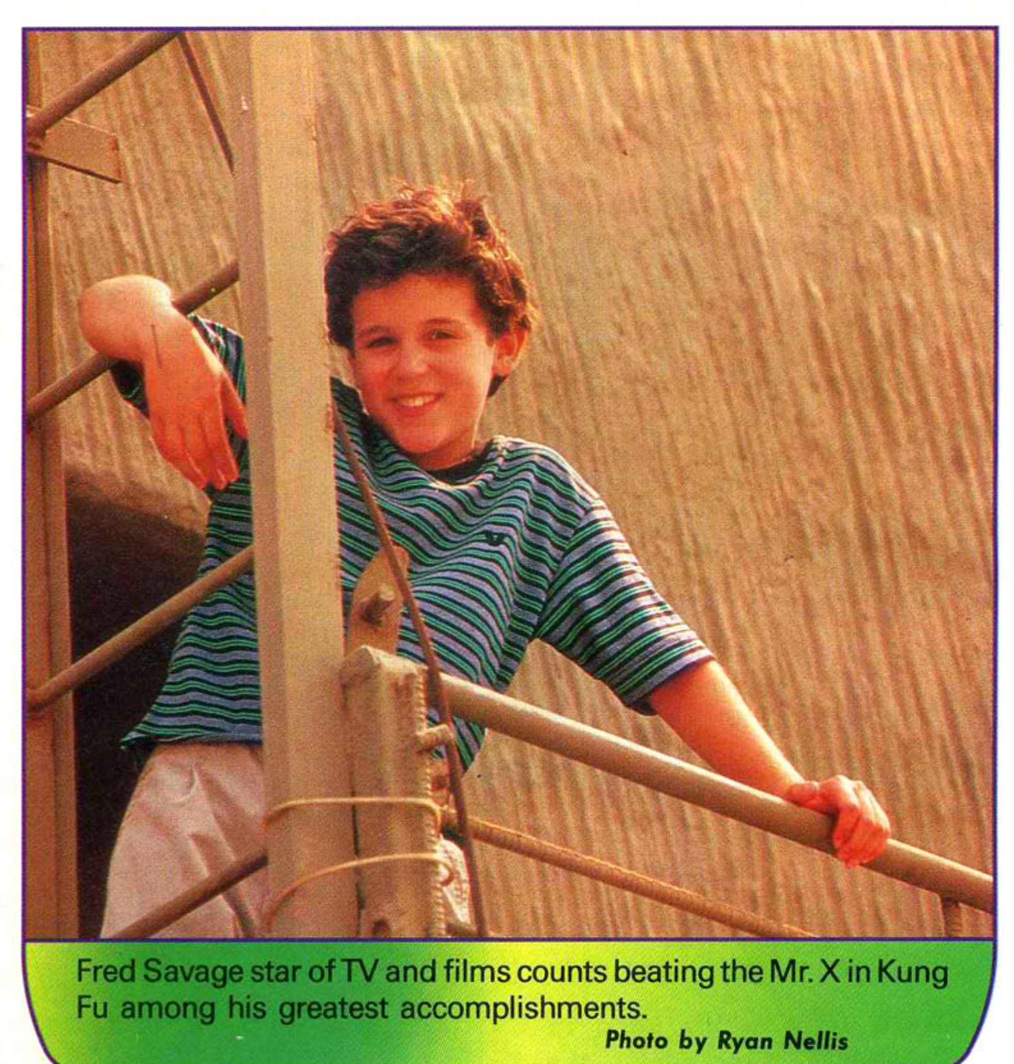


Jimmy and Corey—Roadside

Photo by Michele Matti



FRED SAVAGE



Fred Savage star of TV and films counts beating the Mr. X in Kung Fu among his greatest accomplishments.

Photo by Ryan Nellis

The TV series The Wonder Years is set during the 1960's in the era BVG(Before Video Games). But that doesn't stop Fred Savage and his co-stars from stepping back into 1989 offstage. They can often be found engaged in a little friendly competition. Who usually wins? Fred admits that it's pretty even between he and Josh Woods, who plays his best friend Paul on the series.

Fred Savage has been a Nintendo fan since he got his set for Christmas in 1987. He has built up a library of over 30 games and his Top 5 video game favorites are currently Tetris, Pac Man, Racket Attack, Gun.Smoke and Anticipation. When asked if he ever calls the Game Counselors, Fred sounded just like any other player as he complained "It's always busy." He did have the opportunity to ask "How do I get the wanted poster in Gun.Smoke?" in person recently when a Nintendo game expert visited the set of his new film "The Wizard." Fred has the starring role in the upcoming Universal film about two brothers who have a real interest in video gaming (see story on opposite page). His role in the movie also gave him a chance to preview some upcoming NES hits like Super Mario Bros. 3.

When asked to give his own player meter rating on SMB 3, Fred gave it a 5 on Theme & Fun and a 4 1/2 on Graphics and Sound, but was a little tougher on the Challenge and Play Control. He considers himself a pretty fair SMB player, and he made it to World 2-1 in the first weekend he was able to take the game home. (We have news for Fred—it only gets tougher.) He also mentioned that the B Button jump maneuver was hard to regulate. Overall, he gives this game an overwhelming "thumbs up." And, he offers this tip for anyone playing the game: "Watch out for fake bricks in World 2 Level 1."

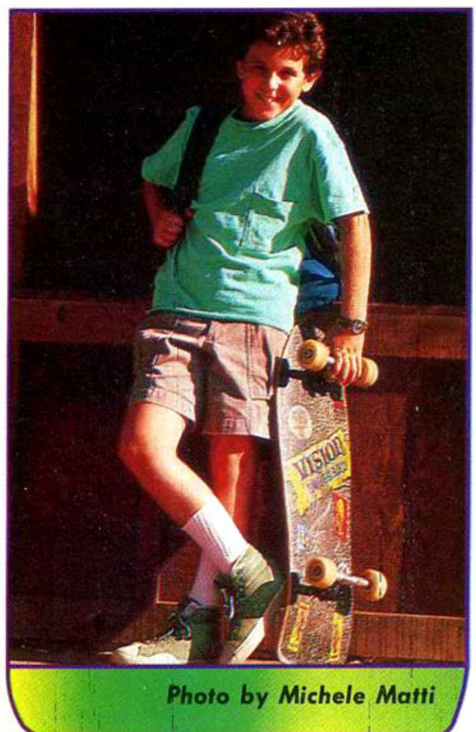


Photo by Michele Matti

Celebrity Power Player Profile

Age: 14

Became NES Fan: December 1987

Number of Games Owned: 30

Best Video Accomplishment: Beat the Mr. X in Kung Fu three times in one game and made it to Level Four the fourth time around.

Games Planning To Conquer Next: Super Mario Bros. 3, Track & Field II, Blades of Steel, and Bad Dudes.

PAK WATCH

A LOOK INTO THE FUTURE OF NES GAME PAKS!!

NINTENDO POWER

SUPER MARIO BROS. 3



It's been rumored that Mario and Luigi will be back with a new adventure for the NES and now it's official. Super Mario Bros. 3, which is already a hit for PlayChoice (Nintendo's Arcade System), will make its NES debut in 1990. We'll have more details next issue on exactly when it will be released. In the meantime, you can check it out on PlayChoice.

Get ready for the greatest Super Mario Bros. adventure yet with eight huge worlds, great new characters and a lot of fantastic features.

The Worlds are mapped out and shown from an overview perspective with numbered sections that represent stage. When you complete most stages you collect a card to use later on. And then you'll be able to move onto the next challenge.

The stage play has a lot of similarities to the original Super Mario Bros. with a lot of new ideas added. Mario and Luigi will still be able to grow with the aid of special

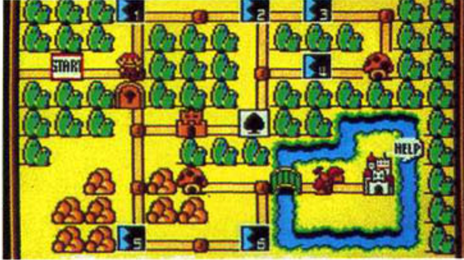




Smash this crazy Koopa and get the Magic Wand!

Mushrooms and throw Fireballs with Fire Flowers. They'll also find a few more special items including a leaf that will make them sprout ears and a tail for limited flying power and a frog suit for great swimming and jumping.

There's a load of Bonus Games that will test your memory and timing to earn special items, and also a challenge stage where Mario and Luigi will go head to head in a variation of the original

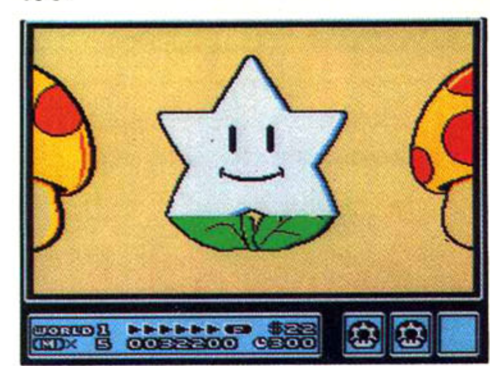


This is just the First World! The challenges increase in the bigger Worlds beyond.



Watch out!

Mario Bros. game. It's great! Watch for a ton of hidden secrets too!

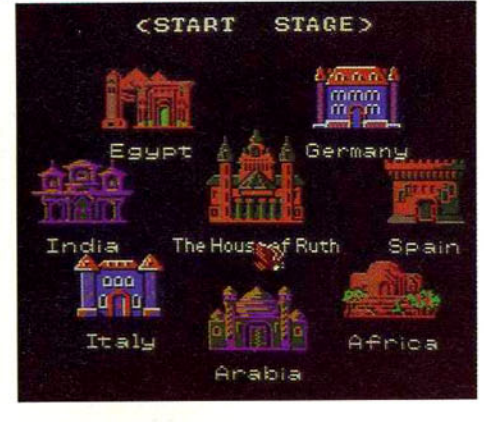


Just Around The Corner

8 EYE'S

A traveller named Orin seeks his fortune in Europe, Africa and the Far East. Along with his Falcon, he adventures through seven countries before reaching the mysterious House of Ruth. This is 8 Eye's from Taxan.

This game has a look and feel similar to the original Castlevania with some extra features. The enemies that Orin encounters fit the settings just right and, when defeated they'll give away special items for extra power. Orin's Falcon rides on his shoulder and he can release it to fend off enemies.



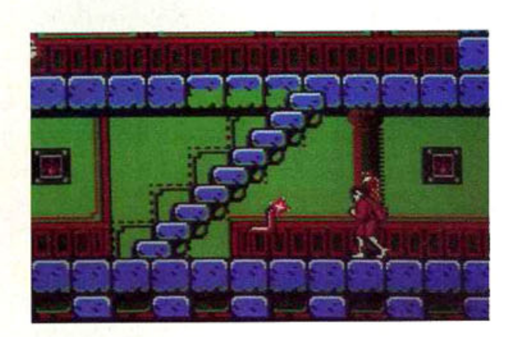


Orin jumps and moves very well and the graphics have a lot of detail. Also, a Stage Select feature allows you to choose the order of countries that Orin visits.

If you're a fan of action and fantasy with a lot of challenges, this is one to watch for.



Familiar elements mix with new ideas for great action.

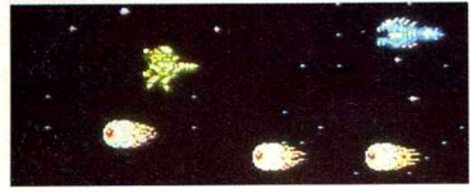


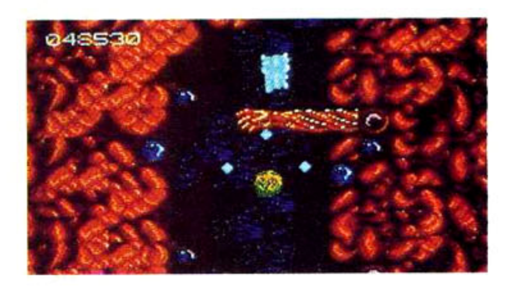


Hot News

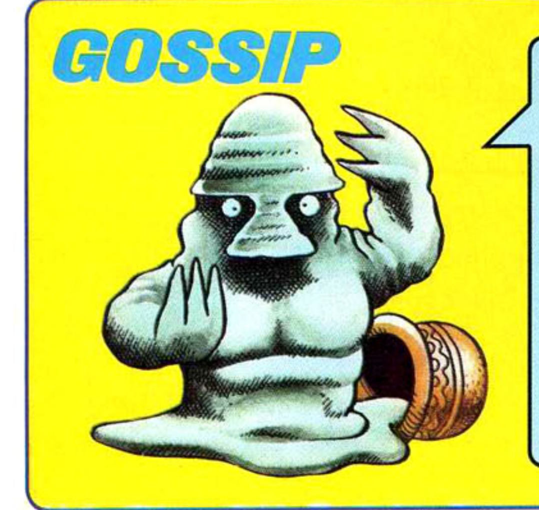
ABADOX

A giant parasitic monster is eating up planets and it is the mission of our hero to enter the monster and destroy it. Abadox, from Milton Bradley has a lot of the same feel as Konami's Life Force. Many of the enemies look like parts of a creature in this game as they do in Life Force. Also, the game uses vertical scrolling in some stages and horizontal scrolling in others. In the vertical scrolling stages, the character moves downward, which makes the game unique from any others that we have seen.

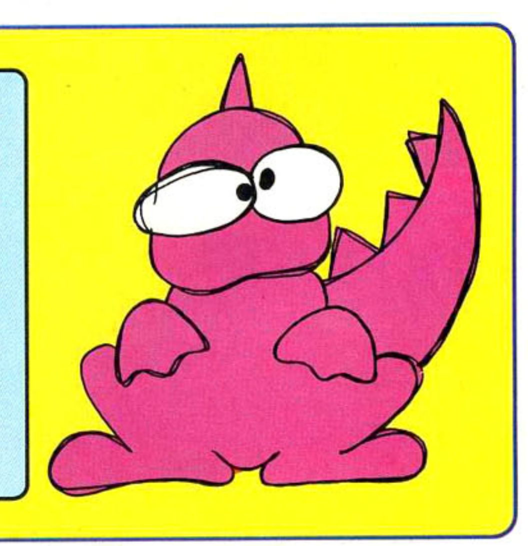


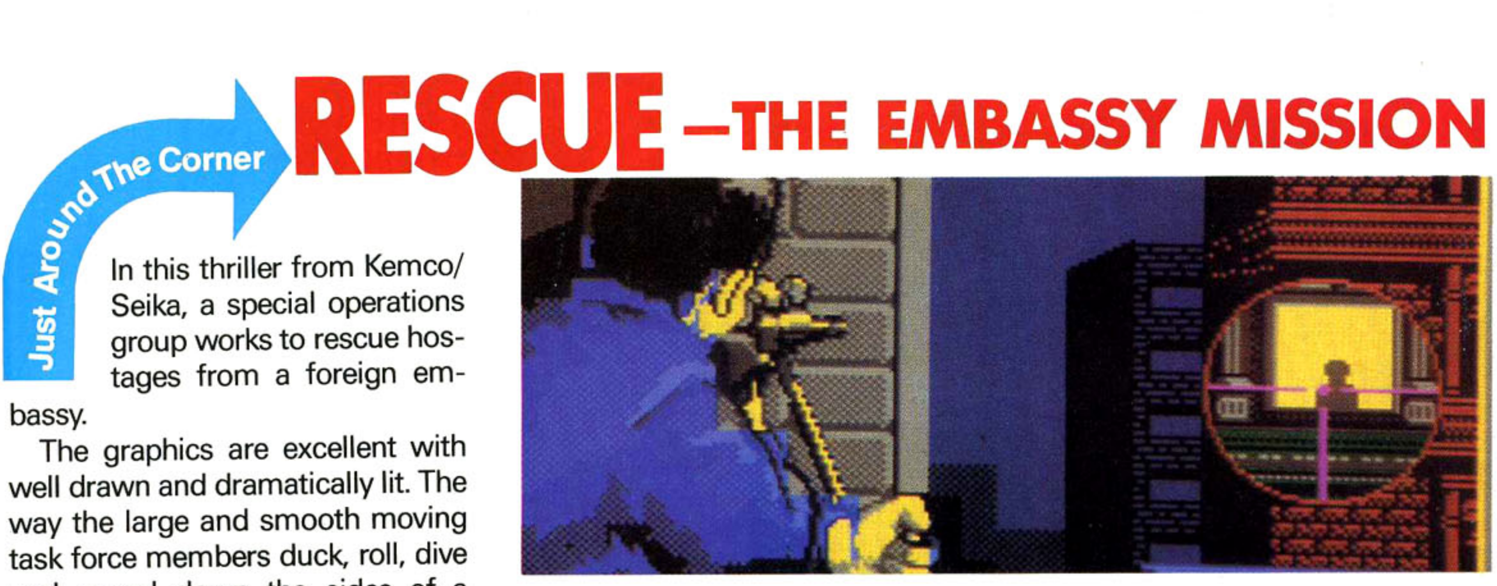


GOSSIP



Asmik recently held a contest to give their mascot a name. The winning entry gave it the name, "Bronty". They've got big plans for him and there may be a Game Boy maze adventure for him in the future. He is featured in the title screen of Asmik's upcoming game, Top Player's Tennis.





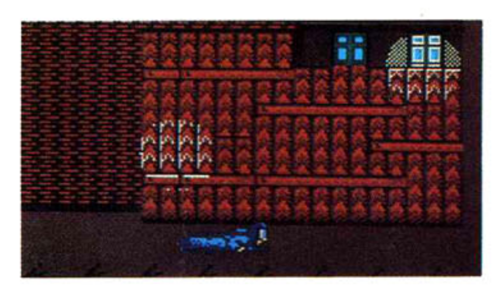
RESCUE—THE EMBASSY MISSION

In this thriller from Kemco/Seika, a special operations group works to rescue hostages from a foreign embassy.

The graphics are excellent with well drawn and dramatically lit. The way the large and smooth moving task force members duck, roll, dive and rappel down the sides of a building makes it look realistic and fun to watch. The music and presentation are top-notch.

With just three stages, it may be a quick game for some experienced players. Different difficulty levels, though, will insure a good challenge for a long time.





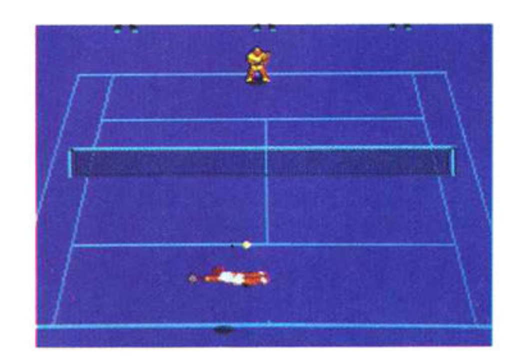
Just Around The Corner

TOP PLAYER'S TENNIS

To be a top tennis pro it takes strength, agility, stamina, and many other abilities. As two of the best in the game, Chris Evert and Ivan Lendl have got what it takes and that's why they're the featured players in Top Player's Tennis by Asmik. You'll be able to play as one of these pros in this versatile game and, with the NES Satellite, you'll be able to play with up to four players. You can also create your own tennis pro and choose the strength of his or her special abilities in eight different categories. With every match that you win, you'll earn more power to build your player's strengths and become one of the greatest.

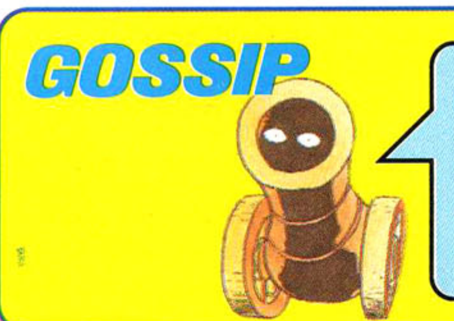




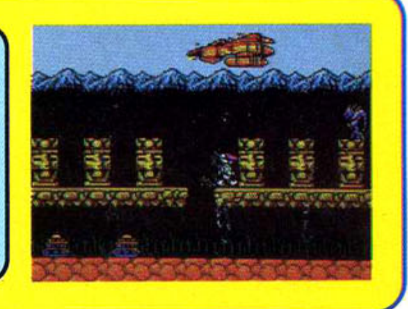


Tournament play allows you to compete in the four top tennis competitions in the world. For non-tournament games there are three different surfaces to choose from, which greatly affect the ball's speed and bounce height.

Plenty of realistic features and four-player capabilities make this a game to watch for.



It looks like Xexyz will be another hot game from Hudson. It's an adventure through the Island of Ruins with plenty of characters and different types of areas and tasks. Here's a quick glimpse.





GOSSIP GALORE

The next year is going to be loaded with power-packed video games. Our Gossip Gremlins have the scoop on a few of the games that may be on their way.

ADVENTURES IN THE MAGIC KINGDOM AND THE CALIFORNIA RAISINS GAME

Capcom is putting out some fantastic games lately and it looks like they could continue that trend in 1990. We've come across a few more details on new Capcom titles that we've mentioned before. Adventures in the Magic Kingdom, which was formerly announced as Adventures in Disneyland should be out by the middle of next year. It's a journey through the Haunted Mansion, Space Mountain, the Pirates of the Caribbean and other Disneyland attractions. If it follows in the footsteps of Mega Man II and Duck Tales, this one is sure to have great graphics and maybe a built-in Stage Select. The California Raisins will make their video game debut late next year. Their game, subtitled "The Grape Escape", will be an adventure through an old warehouse to find the kidnapped California Raisins. It sounds promising!

THE LAST STARFIGHTER

Mindscape, the company that is producing the NES version of Road Blasters, is working on a new space game. It will be based on the game that is featured in the movie, the Last Starfighter. They tell us that it is 15 levels of overhead combat air-vehicle action. Of course, even though it happened in the movie, there's no guarantee that an alien race will contact you if you become proficient at this game.

WEB WORLD AND URBAN CONVOY

We've found out a few more details on the Matchbox Toys games. In Web World you are a spider that must connect planets, moons and asteroids in your web while taking on black holes and assorted space creatures. Urban Convoy takes a realistic look at cross country trucking with many different viewpoints, road maps, traffic reports, weather conditions and other true to life occurrences. We'll take a look at them and tell you more in a future issue.

NES PLANNER

DECEMBER

- Championship Bowling
- 720°
- All Pro Basketball
- Clash At Demonhead
- Cybernoid
- Dig Dug II
- Infiltrator
- IronSword
- Kings Of The Beach
- River City Ransom
- RoboCop
- Shadowgate
- Willow

JANUARY

- 8 Eye's
- A Boy And His Blob
- Arcon
- Batman
- Chessmaster
- Genghis Kahn
- NES Play Action Football
- Puss 'N Boots
- Rescue – The Embassy Mission
- Road Blasters
- Rock 'N Ball
- Short Order/Eggsplode!
- Super OffRoad
- The Battle of Olympus
- Top Player's Tennis
- Twin Cobra

FUTURE

- A Nightmare On Elm Street
- Adventures In The Magic Kingdom
- Bases Loaded II
- Big Foot
- Baseball Simulator 1000
- Cabal
- The California Raisins Game
- Captain Skyhawk
- Code Name: Viper
- Demon Sword
- Double Dragon II: The Revenge
- Ghostbusters II
- Knight Rider
- The Last Starfighter
- Magic Johnson's Fastbreak
- The Magic of Scheherazade
- Silent Service
- Super Spike V'Ball
- Time Lords
- To The Earth

CAPTAIN SKYHAWK

Milton Bradley is working on this flight simulator type of game which will show the airplane from different viewpoints. You'll be able to view the plane from above and from behind. You'll also be able to keep an eye on the instrument panel and control speed, altitude and weapons. There are planned missions in the desert, over polar regions, over sea and in space. We've got a couple screen shots to show you. This one could be hot!







Back Issues Available Now!

Eight classics packed full of in-depth game reviews, tips and tricks.
To get your back issues, fill out the order form on page 2.

July/Aug Issue '88



Also in this issue: Double Dragon•Contra•Wheel of Fortune•Jeopardy•plus foldout map of Zelda's Second Quest.

Sept/Oct Issue '88

Also in this issue: Life Force•Renegade•R.C. Pro-Am•Golgo 13•Blaster Master•plus fold out map of Simon's Quest.

Nov/Dec Issue '88



Also in this issue: Blaster Master•Anticipation•Blades of Steel•Cobra Command•Racket Attack•Mickey Mousecapade•foldout Blaster Master Poster

Jan/Feb Issue '89



Also in this issue: Wrestlemania•Sesame Street 1-2-3•Marble Madness•Operation Wolf•Metal Gear.

Mar/Apr Issue '89



Also in this issue: Hudson's Adventure Island•Strider•Cobra Triangle•Bayou Billy•plus foldout Strider poster and The Complete NES Game Directory.

May/June Issue '89



Also in this issue: Life Force•Mega Man II•Dragon Warrior•Faxanadu•Fester's Quest•Clash at Demonhead•plus foldout Mega Man II poster and Life Force Maps.

July/Aug Issue '89



Also in this issue: Faxanadu•Strider•Robocop•Duck Tales•IronSword•plus Robocop poster and 1-up Special.

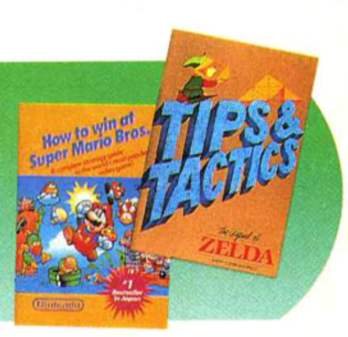
Sep/Oct Issue '89



Also in this issue: Dragon Warrior•NES Satellite•Hoops•Fester's Quest•Roger Rabbit•Willow•River City Ransom and NES Play Action Football.

BOOKS TIPS FROM THE PROS

These are HOT!: The Legend of Zelda Tips & Tactics gives you the strategy and know-how to conquer the evil and mysterious Ganon. How to Win At Super Mario Bros. helps guide your way through the exciting worlds and levels of Super Mario Bros. To receive these booklets for $4.95 each, just fill out the order form in the front of the magazine.



NINTENDO POWER™

COMING UP NEXT IN THE JANUARY / FEBRUARY ISSUE OF NINTENDO POWER!

SHADOWGATE

Descend into the depths of Castle Shadowgate to defeat the evil Warlock Lord in this unique PC-style Role Playing Game. We'll give you tips on how to survive the stronghold's deadly traps and monstrous guardians.

RIVER CITY RANSOM

Slick and his gang got you down? Check out our feature on River City Ransom for some rock 'em, sock 'em street brawling action pointers!

CLASH AT DEMONHEAD

Top secret intelligence on Demonhead—hot hints to help our hero rescue Professor Plum and defeat the Lawbreakers gang, so Bang can get back to the beach!

BATMAN

If you liked the film, wait 'til you get a load of this review! Get the entire scoop with clues on guiding the Dark Knight Detective to the final showdown with the Joker!

Plus: Great game secrets in Counselor's Corner and Classified Information, sneak peeks at what's coming in Pak Watch and Video Shorts, letters from readers in Player's Pulse and much more.

TO OUR READERS:

Here we are at the end of yet another year. With all the new games and accessories that have come out, time certainly has gone by quickly! Among the many new products, detailed RPGs like Dragon Warrior and our new system, Game Boy, have really demonstrated the limitless potential of video games. Nintendo has been continually expanding in every department to bring you the best in electronic entertainment.

Nintendo Power has also grown, and many new subscribers have come aboard to share the power. Our new format and pull-out tip books are just a couple examples of how we are constantly improving the magazine to make it the best it can be. Keep looking for more great tip books and other surprises in the future!

Make sure you go and see The Wizard when it plays in your city or town this December. The first two million people across the country to see it will get a free Pocket Power mini-magazine. You can be sure these will go fast!

That about wraps it up for now. No matter how you celebrate the holiday season, we hope you have a good one!

See you next year.



GRAND PRIZE-A $1000 VALUE!!

Just think! Your wildest dreams can come true! Just tell us what gift or gifts (up to $1000) you'd like to win and we'll arrange it. Will it be a vacation, a new video library or . . . ?

CONTEST RULES (NO PURCHASE NECESSARY)

To enter, just fill out the Player's Poll response card. Or, print your name and address on a plain 3x5 piece of paper and mail to:

NINTENDO POWER
P.O. Box 97062
Redmond, WA 98073-9762

One entry per person please. All entrants must be U.S. residents. All entries must be postmarked no later than December 15, 1989. No responsibility is assumed for lost, stolen, or misdirected mail.

Winners will be selected in a random drawing from among all eligible entries received on or about December 31, 1989. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Limit one prize per household. Chances of winning are determined by the total number of entries received. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after January 15, 1989 by sending a self addressed envelope to the address listed above.

Grand Prize: Nintendo will arrange for the winner, the purchase of merchandise or the payment of services totaling $1000 or less. The choice of prize(s) is the winner's, within the limits of the law. No portion of the prize(s) will be awarded in cash. The prize(s) will be awarded to the winner within 30 days of the random drawing.

Contest not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families.

THIS CONTEST IS VOID IN CANADA AND ELSEWHERE WHERE PROHIBITED BY LAW
This contest is subject to all federal, state and local laws and regulations.

LL CONTEST

10 SECOND PRIZES

$50 Gift Certificate at the toy store of your choice.

You may have your eye on something already. Now you can have it!

Toy store
GIFT CERTIFICATE
FROM NINTENDO POWER
$50.00

Come True!

50 FOURTH PRIZES

Nintendo Power Jerseys

It will be a sporty addition to your wardrobe.

10 THIRD PRIZES

NES Satellite

It's a remote control station for up to four players!



July/August '89 Player's Poll Contest Winners

Grand Prize

Billy	Ferry	Little Rock	AR
Bill	Girard	S. Milwaukee	WI
Tyler	Maciolek	Somersworth	NH
Vinnie	Santoro	W. Hartford	CT
Kevin	Tribelhorn	Moorpark	CA

Second Place

Eric	Benson	Phoenix	AZ
Matthew	Berry	Davis	CA
Willy	Luedtke	West Bend	WI
Kris	Mott	Wimberley	TX
Mark	Olney	Jackson	MI
Will	Prusik	Athol	MA
Shawn	Simonoff	Erie	PA
Michael	Wagner	Santa Fe Springs	CA
Heather	Warden	Topeka	KS
Andre	Zalud	Houston	TX

Third Place

Daryl	Arnold	Suffield	CT
Joey	Bachstein	Merritt Island	FL
Carol	Blackburn	Waco	TX
Ryan	Boehm	Edwardville	IL
Rick	Brooks	State College	PA
Hollis	Brownlee	Gary	IN
Chris	Cox	Richmond	IN
David	Dawson	Bothell	WA
James	Dedrick	Gonzales	CA
James	Eldred	Toledo	OH
Nick	Erdmann	Orland Park	IL
Michael	Espinoza	San Fernando	CA
Lacy	Fields	Faison	NC
Nate	Fredette	Hapkinton	NH
Jauauin	Gallardo	San Leandro	CA
Garett	Gilbert	McGehee	AR
Aaron	Heuser	State College	PA
Scott	Hire	Springfield	VA
Samori	Howard	Seattle	WA
Philip	Jackson	Goose Creek	SC
Chris	Johnson	Watertown	MA
David	Kaylor	Snohomish	WA
Alois	Keller	Yonkders	NY
Brian	kravitz	Ambler	PA
Chris	Lynch	Maineville	OH
Brian	Martonik	Seaford	NY
Jeremy	Monteith	Bay City	TX
Wayne	Montle	Guysville	OH
Scott	Morris	Mesquite	TX
Thomas	Mulkins	Oxnard	CA
Jeff	Newell	McLeon	VA
Steve	Nichols	Azce	TX
Terry	Park	Salt Lake City	UT
Ted	Pepper	Morrison	CO
Mark	Richards	Houston	TX
Gregory	Ricks	Garwood	NJ
Mark	Riggs	Kennett	MO
Jimmy	Schiavi	Dunedin	FL
Heath	Seals	Fayetteville	TN
James	Sheehan	Naugatuck	CT
Skye	Souter	Wayland	MA
Jeremiah	Stagi	San Jose	CA
Stephan	Suhocki	Mendham	NJ
Ledon	Sweeney	Knob Noster	MO
Thearon	Taylor	Sun City West	AZ
Ryan	Tedrick	Tippecqno	OH
Garth	Tunningley	Linden	MI
Ben	Uhrin	Mt. Pleasant	PA
Joseph	Vieira	Nashua	NH
Adam	Waldran	Lynnville	TN

Nintendo of America Inc.
P.O. Box 97033
Redmond, WA 98073-9733



BULK RATE
U.S. POSTAGE
PAID
NINTENDO
of America Inc.



The whole team
at Nintendo wishes you a bright
holiday season full of NES fun and games!
Let our seal of quality on Nintendo Game Paks
and accessories be your guiding light to a new year
full of great entertainment!